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With compliments of

LYMAN MARSHALL STEARNS,

Editor and Publisher of

THE NORTH AMERICAN CHECKER BOARD.

West Derry, N. H.

CHECKERS.

STEARNS' BOOK OF PORTRAITS

OF

PROMINENT PLAYERS OF THE WORLD.

ALSO

GAMES, PROBLEMS AND POETRY BY THE WORLD'S BEST COMPOSERS AND EXPERTS,

INCLUDING

THE MATCH GAMES

BETWEEN

A. L. OLIVER AND W. G. HILL,

For the New Hampshire Championship Played April 1894.

BY L. M. STEARNS.

Published by the Author at Derry Depot, N. H., U. S. A.

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MAIN ST.

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PREFACE.

IN undertaking to arrange and publish a Book of Portraits, I was conscious of the fact that it was not easily done. But being a great admirer of our scientific game, and having made a hobby of collecting photographs of noted players and problemists for the past twelve years, conceived the unique and original idea of this work, whereby the checker players of the world could enjoy at least a small part of the largest collection of portraits of checker celebrities in existence. Now while the portraits are not all of uniform size or style, the object of the author is attained, viz: A Book of Portraits of Promineat Players of the World. The games and problems are of the best, but that part the readers of the book can best judge for themselves. The several analyses are worth careful study. In getting out the large portraits and a number of smaller ones incurred a large expense, and also delay in placing the book on sale; but the delay has made the book better, for who would have been satisfied without seeing the genial faces of our American champion and the greatest friend of the game in the world, Robert W. Patterson, Esq., and last but not least, our young New Hampshire champion, W. G. Hill. Knowing the cause of delay I feel assured of a full pardon from the many readers who expected to see the book on May 1. I desire to extend my sincere thanks to R. W. Patterson, Esq., Pittsburg, Pa., Joseph Maize, McDonald, Pa., H. F. McAteer, checker editor Chronicle-Telegraph, John T. Denvir, Percy M. Bradt, M. H. Brennan, Thomas Flint, W. Lewis, George D. Sherrow, H. L. Hopkins, C. Hefter, A. J. De Freest. A. Pollak, W. G. Hill, A. L. Oliver, A. Gulde, A. M. Ensign, checker editor New York Tribune, W. H. McLoughlin, M. F. Clouser of the New York World. W. H. Tyson, Sam Nay and others. too many to enumerate, for their assistance in making the book as near complete as possible. All corrections of this work should be sent direct to me, as it is quite probable if success crowns our efforts in the sale of this book another volume will be published, and the corrections and improvements will go in Vol. II. Of course this does not prevent their being published in the checker columns, but eventually, please send to me. Again thanking all who so kindly came to my assistance, and with a hope for the leniency of all, I am

Faithfully Yours,

LYMAN M. STEARNS.

Derry Depot, N. H., May, 1894.

To R. W. PATTERSON, ESQ.

Pittsburg, Pa.

Desiring to inscribe this volume to one of dameh's most ardent admirers, and having your full permission, I feel highly honored to have the privilege to dedicate my humble effort, though it is to you, and I take this opportunity to express my admiration for your many sterling qualities, and my thanks for your noble stand in the cause of justice and right, also for the encouragement you have always manifested toward our scientific and deeply interesting Game of Draughts.

Sincerely Yours,

LYMAN M. STEARNS.

Derry Depot, May, 1894.

PREFACE TO SECOND EDITION.

When our venture of the first edition, of this now popular work, was first considered, we were a little doubtful as to being a safe one, but hoped for the best.

It was a move in a new direction, and some of our contemporaries fore-shadowed a financial loss. Brother McLaughlin of North Scarboro, Me., while not disparaging the idea, stated after he saw a copy of the work, that "it was a big undertaking and that there was not another, save Stearns, in the wide world that would have ventured it, but it is sure to be a success, for it is a book that every checker player will want to see, and I believe it will be the book of the future."

How truly prophetic were Brother McLaughlin's words about the book in 1894, and early in 1899 our large edition was exhausted, and had there not been a continuous demand for a new edition our labors would have ceased in this direction.

The book has been a grand success in its first edition, and with the appendix of more notable players' portraits, some of the very best talent of the world in the checker line. Surely we are getting glory enough for one of Dameh's Devotees.

We extend our sincere thanks to H. F. McAteer, Laurence Gilbertson, Wm. Fleming, A. Hynd, Frank Dunne, George W. Dearborn, L. H. McCullom, J. C. Baker, Geo. F. Daniels, A. J. Kirby, W. A. Davies, Dr. J. W. Elliott, M. S. Wolcott, D. C. Whitehill, T. Turnbull, H Hutzler and L. J. Vair for aid in making the new edition what it is.

Cordially yours,

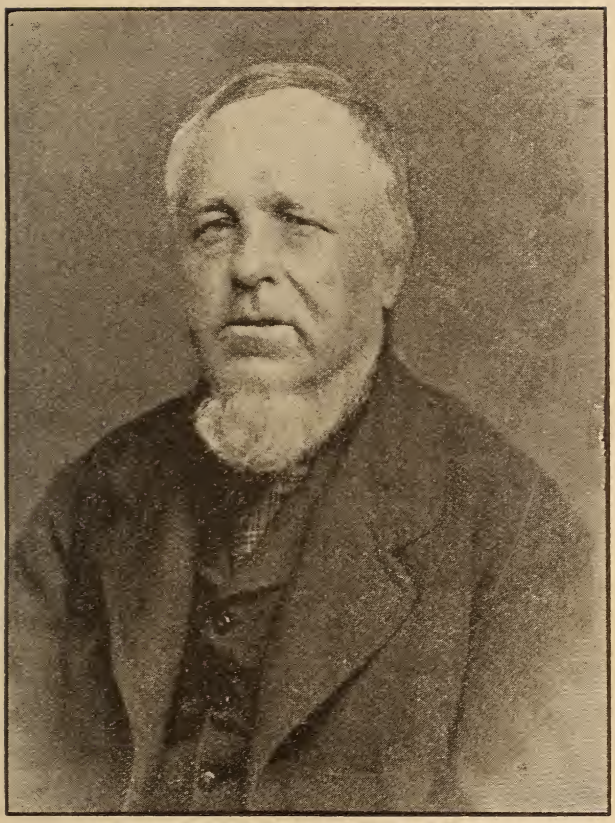
LYMAN M. STEARNS.

West Derry, N. H.,
January 15th, 1900.



GEORGE W. DEARBORN.

THE WORLD'S BEST PLAYER.



JAMES WYLIE.

Champion Draught Player of the World.

[Kindness of J. A. Kear, Sr.]



WILLIS GRANT HILL.

Champion Draught Player of New Hampshire.

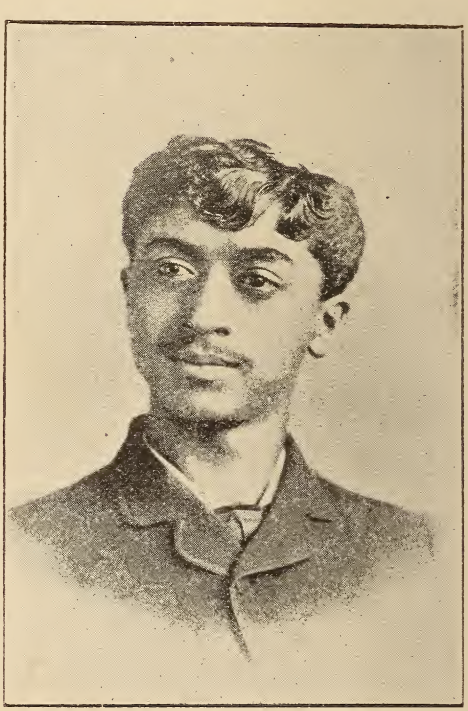
[From a photo by J. T. Langley, Manchester, N. H.]



JAMES P. REED.

Champion Draught Player of America.

[From a photo by Downey & Son, South Shields, England.]



CLARENCE H. FREEMAN.

The beater of Champions.

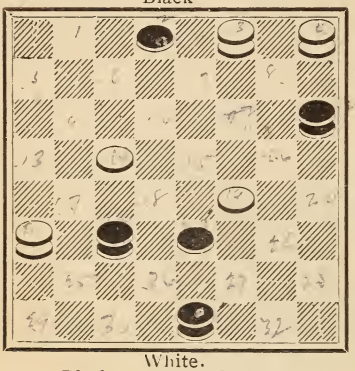
[The above is as perfect a portrait as it is possible to make it. We obtained the photo through the kindness of Messrs. Downey & Son, of South Shields, England.]



MICHAEL H. BRENNAN. Born in Ireland October 6, 1853, but now a resident of Muskegon, Michigan, has been identified with the game of Draughts for a number of years, and is noted mostly in composing neat and trappy problems, which have appeared in nearly all the American checker departments. On another page will be found a few of his brilliant examples: these form no exception to his usual style. The "cross" analysis with the author, Mr. Brennan, has produced some very scientific play, which we deemed of sufficient interest to place in this work. His occupation is that of great responsibility, he being employed in the Muskegon National Bank and is greatly respected by those who know him best.

No. 1 (M. H. Brennan).

Black

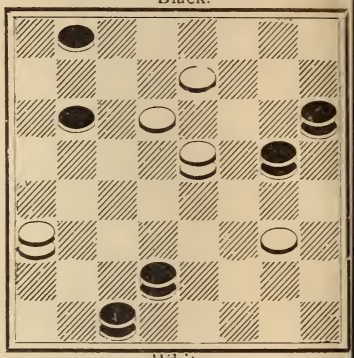


White.

Black to move and win.

No. 2 (M. H. Brennan).

Black.

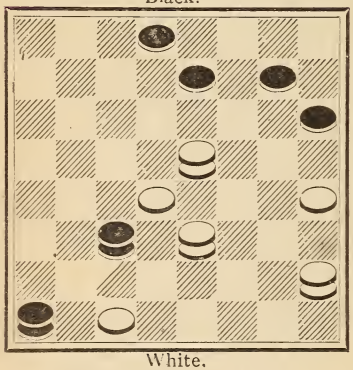


White.

White to move and win.

No. 3 (M. H. Brennan).

Black.

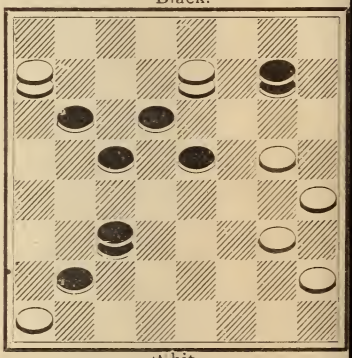


White.

White to move and win.

No. 4 (M. H. Brennan).

Black.

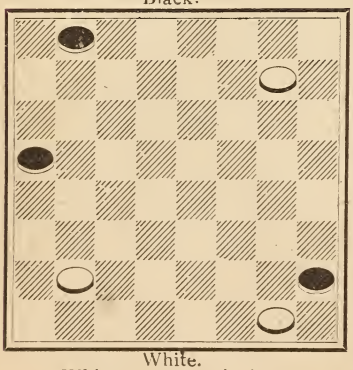


White.

Black to move and win.

No. 5 (M. H. Brennan).

Black.

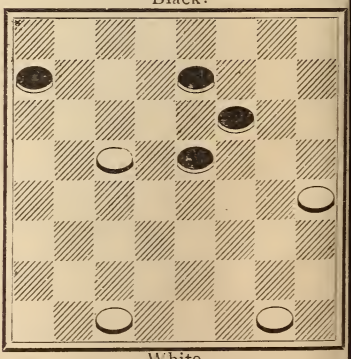


White.

White to move and win.

No. 6 (M. H. Brennan).

Black.



White.

White to move and win.

The "Cross" Analysis.

Black Pieces, M. H. BRENNAN. *White Pieces*, L. M. STEARNS.

A few original variations and as far as the authors know have never appeared in print.

11 15	6 15	16 19	10 15–*a*	22 31	19 24–*d*
23 18	30 26	22 18	25 22	8 3	28 19
8 11	12 16	15 22	5 9	6 10	23 16
26 23	21 17	25 18	32 28–*b*	3 8	6 2
4 8–1-2	8 12	12 16	2 7	16 19	7 11
24 19	17 13	27 23–5	22 17	8 3	3 8
15 24	1 6	7 10	15 22	31 26	10 15
28 19	18 14	14 7	17 14	13 9	8 12
10 15–3-4	9 18	3 10	9 27	26 23	16 20
19 10	23 14	29 25	31 8	9 6	12 16
					Drawn.

a—This is a fine ending.—M. H. B.

b—32 27, 6 10-*c*. B wins.—L. M. S.

c—2 7, 22 17, 15 22, 17 14, 9 18, 26 17, 19 26, 31 8. W. wins.—L. M. S.

d—23 18, 6 1, 18 15. 1 6, 19 23, 28 24, 23 27, 24 19. Drawn.

VAR. 1.

10 14	6 10	5 14	15 24	10 17	18 23
30 26	22 17	24 19	28 19	21 14	22 17
7 10–6	15 22	4 8	8 11	11 15	23 26
24 19	25 18	31 26	19 16	16 11	11 7
15 24	9 13	2 7	12 19	7 16	3 10
27 20	18 9	29 25	23 16	20 11	14 7
10 15	13 22	11 15	14 18	15 19	26 30
28 24	26 17	32 28	17 14	26 22	25 21
					Drawn.

VAR. 2.

9 13	18 15	3 7	22 17	1 10	15 6
23 19	10 19	15 11	13 22	23 18	2 9
11 16–7	24 15	6 10	25 11	5 9	25 22
18 11	16 19	11 8	16 20	29 25	9 13
16 23	30 26	4 11	24 6	16 19	31 27
27 18	12 16	27 24	7 16	18 15	13 17
7 16	32 27	11 15	26 23	9 14	Drawn.

VAR. 3.

10 14	22 17	22 26	29 25	9 18	27 23
27 24	15 22	31 22	1 6	23 14	24 27
7 10	25 18	11 15	32 27	11 15–*a*	23 18
24 20	2 6	22 18.	6 10	25 22	27 31
10 15	11 10	15 22	18 14	*15 19	18 15
19 10	6 22	25 18	10 17	22 17	31 26
6 15	30 25	8 11	21 14	19 24	Drawn.

a—3 7 loses.—M. H. B.

VAR. 4.

11 16	29 25	3 7	31 26	10 15-*c*	10 7
22 17	9 13	9 6-*a*	20 24	26 23-*d*	11 16
16 20	25 22	2 9	26 22	24 27	18 11
17 14	6 10	18 15	24 28	23 18	27 25
10 17	14 9-8	11 18	21 17	7 11	17 14
21 14	5 14	23 5	16 20	32 23	25 22
8 11	18 9	16 23	30 26	28 32	14 10
25 21	7 11	27 18	20 24	14 10	22 18
11 16	22 18	12 16	18 14-*b*	32 27	7 3
					Drawn.

a—30 25 will win for white.—M. H. B.
b—I thought I had a win here.—L. M. S.
c—Don't see the win.—M. H. B.
d—I don't either, very neat draw.—L. M. S.

VAR. 5.

32 28	16 20	26 22-9	20 27	13 6
11 15-*a*	29 25	3 8	31 15	2 18
18 11	7 16	27 24	6 9	Drawn.

a—The only move to draw.—M. H. B.

VAR. 6.

6 10	4 8	7 14	6 10	14 18	13 22
24 19	22 17-*a*	32 28	31 26	23 7	25 18
15 24	8 12	2 6	1 6-11	16 30	5 23
27 20	26 22-10	24 19	22 17	7 2	29 25
12 16	10 15	15 24	11 15	9 13	Drawn.
28 24	17 10	28 19	18 11	2 9	Robertson Guide.

a—24 19, 10 15, 19 10, 16 19, 23 16, 14 30, 22 17, 7 14, 17 10, 2 7. B. wins

VAR. 7.

5 9	1 5	13 22	5 14	11 15	19 24
27 23	24 19	26 10	22 17	9 6	27 23
10 14	15 24	19 26	13 22	2 9	24 27
19 10	29 19	31 22	25 9	13 6	29 25
6 15	11 16	9 13	4 8	12 16	27 31
30 26	19 15-*a*	18 14	21 17	6 2	25 22
7 10	10 19	16 19	8 11	16 20	31 26
32 27	22 17	14 9	17 13	2 6-*b*	Drawn.

(*a*)

22 17	16 20	31 24	5 14	24 20	12 19
13 22	17 13	3 7	22 18	17 22	23 16
26 17	20 27	25 22	14 17	19 15	8 12
4 8	13 6	9 13	21 14	22 26	15 11
27 24	2 9	18 9	10 17	20 16	Drawn.

b—10 6, 19 24, 27 23, 24 27, 29 25. Drawn.

VAR. 8.

31 26	14 7	15 6	18 15	19 15	23 5
10 17	3 10	1 10	13 17	14 17	
21 14	18 15	22 18	15 11-*a*	11 7	
7 10	5 9	10 14	17 21	2 18	W. wins.

(*a*)

23 18	26 19	27 18	32 27-*b*
16 23	14 23	2 7	17 22 B. wins.

b—30 26. B. wins.

VAR. 9.

27 24	20 27	31 15	6 10	15 6	2 18
					Drawn.

VAR. 10.

32 28	24 19	18 9	25 9	21 17	9 6
10 15	15 24	5 14	5 14	16 23	32 28
17 10	28 19	27 24	29 25	17 13	6 2
7 14	6 10-*a*	1 5	14 18	23 27	28 19
26 22	31 27	22 17	23 7	13 9	2 7
2 6–12	9 13	13 22	3 10	27 32	Drawn.

a—Same as 5 at 19.

VAR. 11.

3 8	7 3	27 32	15 22	28 32	6 1
19 15	32 27	7 11	12 16	22 17	31 26
10 19	26 22	32 27	8 11	6 9	22 31
22 17	27 31	4 8	16 20	7 10	13 22
19 24	3 7	31 26	22 26	9 13–13	1 6
17 10	1 6	11 15	20 24	26 22	9 13
24 28	18 15	26 17	11 7	5 9–14	6 9
10 7	11 27	21 14	24 28	10 6	13 17
28 32	20 4	9 18	25 22	27 31-*a*	W. wins.

a—27 23, 22 25, 13 22, 25 27, 32 23, 6 13. W. wins.

VAR. 12.

16 19	15 22	10 19	9 13	7 16	16 20
23 7	25 18	24 15	17 14	20 11	8 3
14 23	3 10	2 7	1 6	12 16	23 27
22 18	18 15	21 17	15 11	11 8	31 24
					Drawn.

VAR. 13.

9 14	5 9	27 31	31 13
17 13-*a*	10 17	13 6.	B. wins by first position.

a—26 31, 14 21, 5 9, 24 19, 32 27, 19 15, 27 23, 10 14, 9 18. Drawn.

VAR. 14.

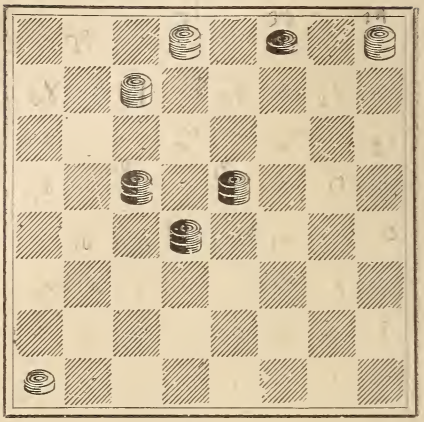
27 31	22 18	30 26	1 6	26 22	18 22
17 14	26 30	6 1	31 26	18 25	5 9
32 27	10 15	31 27	6 10	29 22	22 18
29 25	31 26	15 19	30 25	19 23	
27 23	14 10	27 31	10 15	22 25	
25 21	26 31	19 24	25 29	23 18	W. wins.
23 26	10 6	26 30	24 19	25 30	



J P. GREY. Born in the city of London, England, December 3, 1859, (which makes Mr. Gray about four days older than C. H. Freeman), and as a problemist he ranks as A No. 1. It will be remembered he won first prize on end games in the Derry News problem tournament, and also carried off many honors in draught composition in his native country. He is quite a practical genius and a general favorite with all. The two problems by him in this work are very fine, and in a heated controversy with Mr. Allison as to the soundness of the same, the author came out victorious as he usually does. Mr. Allison publicly announced that the win was all right, and voted the problem a "niche" in the temple of fame. The possibilities of the position are legion. Mr. Grey is a signalman on the N. E. Railway, Washington Station, England.

No. 7 (J. P. Grey), England.

Black.

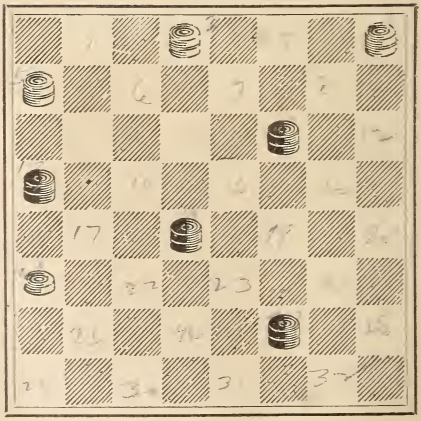


White.

Black to move and win.

No. 8 (J. P. Grey), England.

Black.



White.

White to move; black to win.

Solutions to Problems.

No. 1. (M. H. Brennan.)

22 18	2 7	12 8	18 15	31 13	
14 9	3 10	4 11	11 27	B. wins.	

No. 2. M. H. Brennan.

15 11	21 17	4 8	10 6	11 15	17 13
16 20	20 27	12 3	3 10	10 19	W. wins.

No. 3. M. H. Brennan.

23 26	30 25	20 16	15 24	24 27	
22 31	29 22	12 19	22 15	31 24	W. wins.

No. 4. M. H. Brennan.

14 18	8 3	15 19	22 18	18 11	
7 23	5 14	24 15	29 22	16 7	B. wins.

No. 5. M. H. Brennan.

25 21	8 3	3 7	7 10	21 17	10 15
1 6	6 10	10 15	15 18	13 22	W. wins.

No. 6. (M. H. Brennan.)

*32 27	30 26	27 24	14 10	10 7	*7 3
15 18	11 15	7 11	5 9	9 14	W. wins.

No. 7. (J. P. Grey.)

15 11	1 5	18 15	2 6	18 15	6 2
6 1	12 16	5 1	*17 22	6 2	14 18
*18 22	5 1	26 22	6 2	15 11	22 17
1 5	16 19	1 5	15 10	29 25	15 10
14 10	1 5	22 17	2 6	7 10	2 6
5 1	*19 24	5 1	10 7	2 6	18 15
3 8	5 1	17 13	6 2	10 15	17 13
2 6	24 27	6 2	7 3	25 22	5 9
10 14	1 5	14 9	2 6	3 7	6 2
1 5	27 31	1 6	22 18	6 2	15 18
22 18-*a*	5 1	9 5	6 10	7 10	13 6
5 1	31 26	6 1	11 7	2 6	18 14
8 12	1 5	13 17	10 6	10 14	B. wins.

*—Only moves to win.

a—This is the "Key" to the whole position as it prevents white from playing 6 9.—J. P. Grey.

No. 8. (J. P. Grey.)

5 9	27 23	5 1	10 6	9 14	15 18
13 6	13 9	22 18	5 1	10 17	8 11
2 9	23 18	1 5	14 10	21 14	18 14
18 22	8 3	18 15	1 5	*11 15	9 5
9 13	15 11	5 1	6 1	3 8	14 10
*11 15	9 5	15 10	5 9	*5 1	
4 8	18 14	1 5	*1 5	14 9	B. wins.



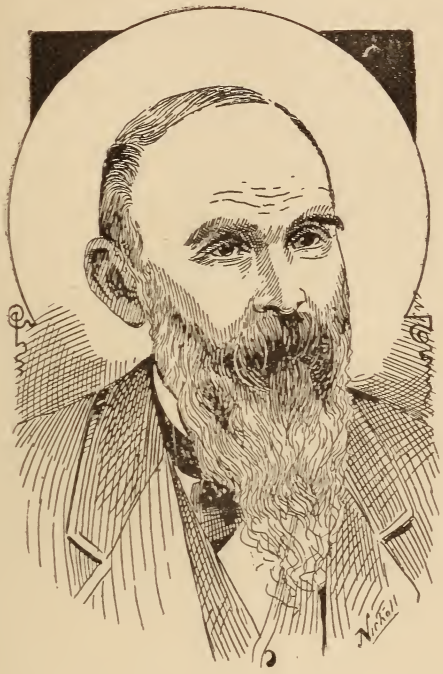
GEORGE ODELL. Born in Birmingham, England, of English parents Dec. 6, 1845. He became proficient as a mathematical instrument maker at the age of 15 years. He came to Chicago in 1883 and is a member of the Chicago Chess and Checker Club, and Mr. Odell is second to no man in his efforts to promote the silent game, which has been evidenced by his conduct since he became a member of the club. He is the secretary and treasurer and few gentlemen "of leisure" there are, who like him, would personally perform the duties of his office, which he does in the minutest detail, and in a manner which characterizes the true gentleman that he is, and which is so satisfactory to all concerned. The American Checker Review says: The future historian of checkers will find his work most incomplete the name and work of George Odell left out.



DR. R. D. YATES. The late R. D. Yates was born in Brooklyn, N. Y., Dec. 22, 1857, and at the age of 20 years held the proud title of world's champion. No player of his years ever had the honor of wearing so high a title in draughts, and even though the honors were greater he was eminently qualified by nature to wear them with becoming modesty. He was noted for his wonderful blindfold playing: without sight of the board or men he could cope with the best players of the world, allowing them to have full view of both. After winning two matches from Wylie and one from R. Martins he resigned the title in order to devote more time to his professional duties as physician, and while on a voyage to Europe in 1883 to complete his studies he was stricken with typhus fever and died, thus making a void in checker circles that time can never fill.



MORTIMER H. C. WARDELL. Born in the city of New York Jan. 22, 1838. At the age of 17 years he became connected with the Lorillard Fire Insurance Company and remained in its employ for 18 years. Owing to ill-health he removed to Downsville, N. Y., which place has since been his home. As a problemist he is most profound, and his compositions have appeared in nearly all, if not all, modern draught literature. The productions of the gentleman are of the highest order of merit, displaying in a marked degree powers of analysis and originality of conception unexcelled in the literature of draughts. H. D. Lyman recognized Mr. Wardell's ability by inserting nearly half a hundred of his beautiful and ever-interesting positions in the Book of Problems. Mr. Wardell has won many first prizes in problem contests in days gone by. At present he is out of active checker work.



HENRY SPAYTH. Born in Westmoreland County. Pa., July 29, 1825, but has resided in or around Buffalo, N. Y., since three years of age. In 1860 he published the American Draught Player, in 1863 he came out with his Game of Draughts, and in 1865 his Draughts for Beginners. These are the most popular works today, for after 30 years of date of issue more copies are sold each year than the preceding one. In 20 years he was defeated but twice and played the late R. D. Yates (then champion of the world) even, four drawn games. With James Wylie, the world's champion, 6 games drawn, Wylie 2. In 1865 Wylie claimed Mr. Spayth to be the best American player. Mr. Spayth arose from book-keeper to director and treasurer of the Cornell Lead Company. He attributes a part of his success to the game of draughts, which he mastered so well.



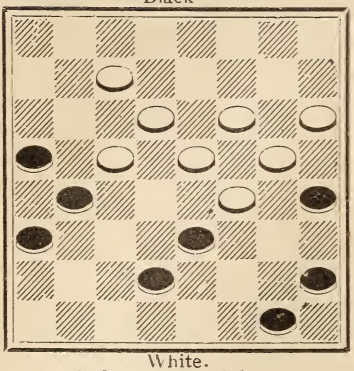
JOHN MEADE. Born in Philadelphia, Pa., March, 1865. His parents soon after removed to Holmesburg, Pa., and this flourishing town has claimed John as a resident ever since. His tutor on the game was the late Ira D. Sweet, late editor of draughts in the New York Clipper. Mr. Meade is a station agent and has played hundreds of games by telegraph and by correspondence; also played eight games with J. Wylie, score: Wylie, 3; Meade, 0; drawn, 5; he also played 39 games with E. W. Erwin, score: Erwin, 3; Meade, 6; drawn, 30. He has contributed literary articles to many journals. He once wrote a story for the Yankee Blade when H. Z. Wright was the editor. His problems and games have attracted great attention from all grades of players. At one time he played 10 men by telegraph, thinking he was only playing one, score: Meade, 2; drawn, 4. One of the 10 gave it away to Mr. Meade after the games were finished.



ISAIAH BARKER. Born in East Boston, Mass., August 19, 1849. Is a brother of the celebrated player, Charles F. Barker, and comes from a family of checker players. At first he would watch the games of experts, but finally took to playing and soon proved a player of ability. Since then he has met and played nearly all the leading lights of America while traveling with his brother as coacher, and was with him in England at the great Barker-Smith match. As a problem composer he is known all over the world where the game is played and at one time it was hard to pick up a home or foreign checker paper but what the name of Isaiah Barker was to be found at the top of some of the problems. The Derry News has been honored by some of his instructive end games, which have appeared from time to time in its columns. Mr. Barker is still a resident of Boston and is a partner with his father in the shoe business on Essex street, where he is glad to entertain his friends.

No. 9 (J. Meade).

Black

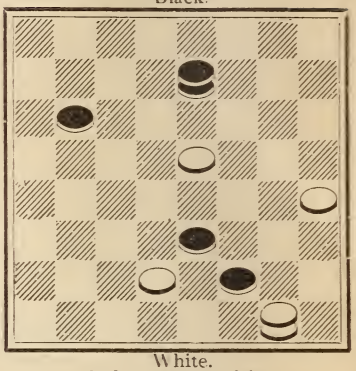


White.

Black to move and draw.

No. 10 (H. Spayth).

Black.

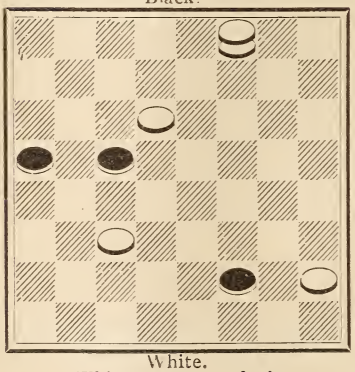


White.

Black to move and draw.

No. 11 (C. F. Barker).

Black.

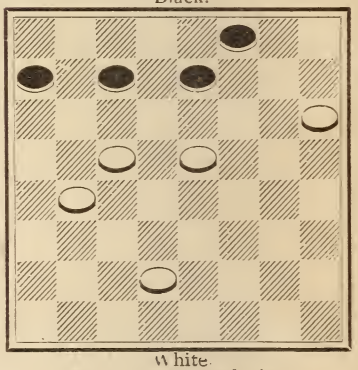


White.

White to move and win.

No. 12 (Isaiah Barker).

Black.

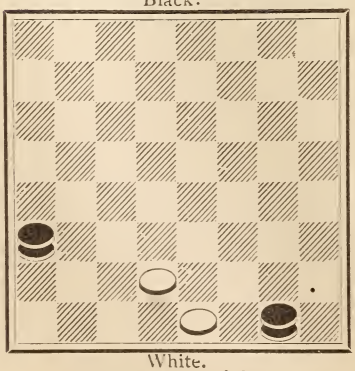


White.

White to move and win.

No. 13 (M. H. C. Wardell).

Black.

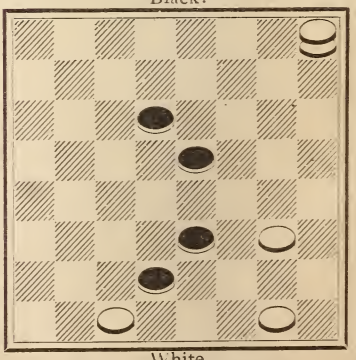


White.

White to move and draw.

No. 14 (D. C. Calvert).

Black.



White.

Black to move and draw.

Solutions to Problems.

No. 9. (J. Meade.)

*5 9	18 14	27 31	7 2	27 31	21 14
14 5	11 15	23 18	27 23	2 7	23 18
*7 11	14 7	31 27	18 14	31 26	10 7
*27 24	15 24	14 10	24 27	7 11	12 16
20 27	17 14	16 20	14 9	26 17	Drawn.

No. 10. (H. Spayth.)

24 27-*a*	7 3	2 6	Drawn.

a—26 22, 7 3, 22 15, 3 7. W. wins.

No. 11. C. F. Barker.)

3 7	7 2	2 6	6 9	9 14
27 31	31 26	26 17	14 18	W. wins.

No. 12. (I. Barker.)

12 8	17 13	26 23	23 19	15 10	19 3
3 12	12 16	16 20	20 24	6 15	W. wins.

No. 13. (M. H. C. Wardell.)

26 22-*a*	27 23	19 16	18 15	11 7	7 2
32 28	32 27	23 26	17 14	23 19	15 10
31 27	23 19	22 18	15 11	16 12	12 8
28 32	27 23	21 17	26 23	19 15	14 9
					Drawn.

a—26 23 leads to a B. win.

No. 14. (D. C. Calvert.)

26 30	15 18	26 30	1 6	19 15	24 20
4 8	17 21	20 16	23 19	18 23	14 17
*15 18	18 25	23 18	16 12	15 10	20 16-*a*
8 11	23 26	14 9	15 11	Drawn	17 21
18 22	30 23	18 15	6 10	(1)	16 11
24 20–1	21 30	9 5	19 23	11 16	22 25
10 14	23 18	31 26	10 14	10 14	Drawn.
11 15	30 26	5 1	23 19	16 19	
14 17	18 14	26 23	14 18	31 26	

a—19 15, 22 25. B. wins.

*—Correct situation No. 27, in S. S. S.

Game No. 1. "Cross"

CHARLES HEFTER vs. ANDROS GULDE at Chicago.

11 15	7 14	2 7	14 18	8 11	12 16
23 18	26 19	32 23	28 24	22 18	19 12
8 11	11 16	7 14	18 25	9 14	15 18
27 23	19 15	23 19	29 22	18 9	12 8
10 14	16 20	4 8	6 10	5 14	3 12
23 19	22 17	25 22	15 6	26 23	20 16
14 23	20 27	9 13	1 10	13 17	Drawn.
19 10	17 10	30 26	24 20	31 26	



ROBERT McCALL. Born in Glasgow, Scotland, in 1844. His love for the game dates back for over 30 years in its scientific study. In 1873 the Glasgow Herald, the best and most influential newspaper property in Scotland, started a draughts column with Mr. McCall as editor, and his selection was a good one as has been proven in the 20 years under his able management, for his column is the recognized authority for Great Britain, and during this long period it has appeared each week. Besides this he has issued the International Match Games, England vs. Scotland, also was a great helper with R. McColloch in getting out the "Anderson & McCollch's Guide" and other works. He also is a great lover of chess and whist, and socially a great success; his jolly face, merry twinkle of the eye, combined with a fund of humor and a gift of telling a good tale would banish the blues from a community of Quakers. He dislikes quarrels among the players and he and his column are the peacemakers in a controversy over the game.



ROBERT MARTINS. Born at Penryn, Cornwall county, England, February 26, 1822, and at the age of 21 years he gave his attention to the game of draughts, making rapid progress in all its fine and intricate points. He has been instrumental in the publication of Bohn's Handbook, Coltherd and Martins' Match Games, 1851; in 1864 Martins and Wylie, and later games of Martin and Wylie. He visited this country in 1876 and while here he challenged any player in the world, James Wylie accepted at once but the match fell through as Wylie was defeated by the Invincible Yates soon after, which changed the complexion of the world's championship. While in America Mr. Martins made many friends during the 10 months of his stay. Always full of fun and anecdote and agreeable in conversation, he is par excellence of a well-bred gentleman. "Martins' shot," a beautiful problem occuring in the game has no equal for a stroke of this style. At one time the subject of our sketch held the title of world's champion.



FRANCIS TESCHELEIT (champion of London 1892) is one of best analysts and cross-board players in Great Britain. He first won the London championship from M. E. Morierty in 1888 and lost it to the same gentleman a few months after. In 1890 he won the title from Alfred Jordon, of which he still holds. In tournaments he holds a great record, beating W. Gardner 3 to 1. Mr. Teschelеit was born in London in 1866. Nearly all the checker columns of the world have published his games and problems and are always pleased to get his valuable combinations. Some of his best work will be found in the British Draught Player, parts 8, 9, 10, 11, 12, 13 and 15, of which part he is the author. The problem No. 16 of this book is one of his pretty examples from part 8, British Draught Player, and is worthy of a place in any work on draughts as the first move of the solution is very blind indeed and would hardly be thought the key to it.



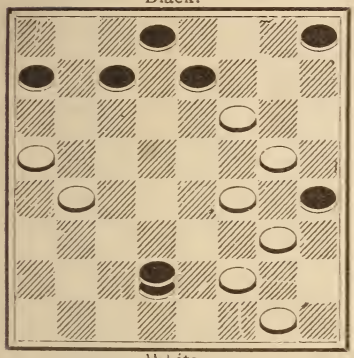
A. L. OLIVER, champion of New Hampshire, was born in Greenwood, Mass., January 4th, 1859. His public appearance as a checker player was with the Boston team in their matches with the Providence, R. I., team, making a grand score, after which he entered the tournament to play for the New England championship and a gold medal, winning the same against Boston's best players (with the exception of H. Z. Wright), making a total of 47 points out of a possible 60. He was afterwards defeated by the late William Busby by one game in ten. Mr. Oliver had been a resident of the Granite State seven years before he made any pretentions as a player, but in September, 1893, he played and won the championship from L. M. Stearns by 10 to 4 and 6 drawn, and in October of the same year he played H. W. Shannon, who had previously challenged him for the title and a purse of $25.00, Oliver winning by 7 to 3 and 10 drawn. As a player he has no equal at present in the state, and it looks as if he would hold the title for some time undisturbed. To meet Mr. Oliver is the pleasure to long be remembered, owing to his quiet gentlemanly bearing.



ANDREW SHEEAN. Born in Greenfield, Mass., Nov. 23, 1852. In the year 1880 he took Greeley's advice and migrated westward, locating at Cleveland, O., where he worked at his trade, metal polishing. He first began the scientific study of checkers in 1885. Naturally problems and end games were his hobby. His first effort as a problemist appeared in the Cleveland Sunday Sun of that year. About this time he became acquainted with A. Bishop and John P. Connell, two well-known experts of that city, and to these gentlemen he owes a great deal for the advance he has made in the science of the game. He is also indebted to Charles Hetter of Chicago for some fine pointers, and as a problemist today he is in the front rank. He has won many prizes and given away more than he has received. In the winter of 1891-'92 he won first prize for best solutions to problems in the holiday issue of the Derry News. Mr. Sheean is a thorough gentleman of the first water and a true friend when once a friendship is formed.

No. 15 (R. Martins).

Black.

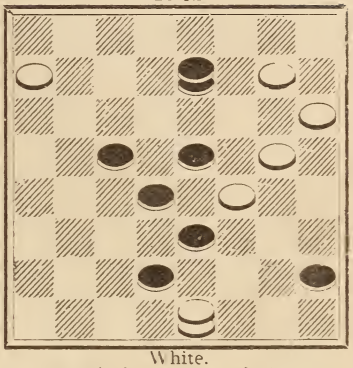


White.

White to move and win.

No. 16 (F. Teschebeleit).

Black

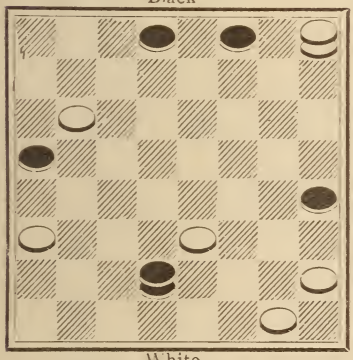


White.

Black to move and win.

No. 17 (A. Sheean).

Black

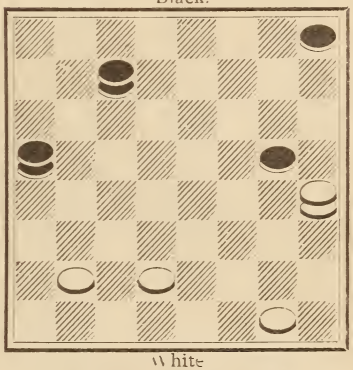


White.

White to move and win.

No. 18 (A. Sheean).

Black.

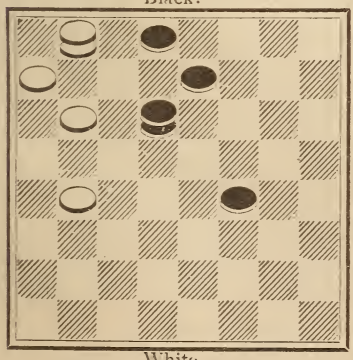


White

Black to move and draw.

No. 19 (A. Sheean).

Black.

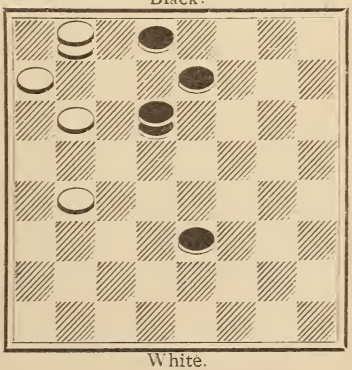


White.

Black to move and win.

No. 20 (A. Sheean).

Black.



White.

Black to move and win.

No. 15. (R. Martins.)

27 23	16 12	12 8	19 12	32 7	17 14
20 27	7 16	4 11	26 19	2 11	W. wins.

This is known as "Martins' Famous Shot."

No. 16. (F. Teschelleit.)

5 9	14 7	19 23	7 3	15 19	16 19
2 11-*a*	13 29	16 11	26 22	11 16	22 26
9 13	11 16–*b*	23 27	3 7-*c*	19 23	B. wins.

a—14 5, 26 23, 2 11, 10 14, 17 10, 19 24, 28 19, 23 14, 5 1, 15 19. B. wins.—F. Teschelleit, J. Yates and J. A. Kear, Jr.

b—7 2, 18 22, 11 25, 29 22, 2 6, 26 23, 6 1, 23 18, 1 5, 18 14. B. wins by first position.

c—28 24, 27 31, 3 7, 31 27, 24 20, 15 19. B wins.

No. 17. (A. Sheean.)

23 19	19 15	*27 23	17 13	12 16	22 18
20 24	17 22	10 15	15 11	10 14	6 13
9 5	15 11	23 18	9 5	1 5	18 14
2 6	22 26	15 19	11 7	7 2	2 7
5 1	11 7	18 14	5 1	16 19	5 1
3 8	14 10	19 15	7 2	14 10	W. wins.
1 10	*7 3	14 9	3 8	19 23	A very fine and
26 23	26 31	15 10	2 7	2 7	instructive end-
4 11	3 8	8 3	8 12	23 26	ing.
23 14	31 26	22 18	7 11	7 2	
28 19	*32 27	21 17	13 9	26 22	
13 17	26 22	18 15	11 7	10 6	

No. 18. (A. Sheean.)

13 17	22 18	26 19	27 23	*11 7	9 5
20 11	25 30	18 14	*6 1	4 8	6 1
17 21	26 23	*4 8	14 9	*7 2	19 15
25 22	30 26	11 4	*15 11	8 3	2 6
21 25	32 27	*19 15	23 19	*1 6	Drawn.

No. 19. (A. Sheean.)

7 11	11 15	30 25	18 15	31 26	15 19
17 13	6 9	6 9	6 9	6 9	6 15
*2 7	19 23	25 22	19 23	26 22	19 10
9 6	9 6	9 6	9 6	9 6	13 9
*11 16	23 26	22 18	23 26	16 20	22 17
6 2	6 2	6 2	6 2	6 2	9 6
7 11	26 30	15 19	26 31	20 24	17 14
2 6	2 6	2 6	2 6	2 6	B. wins.

No. 20. (A. Sheean.)

7 11	2 6	31 26	6 2	23 26	13 9
17 13	11 15	2 6	15 18	6 2	26 30
2 7	6 2	26 23	2 6	30 24	9 6
9 6	23 26	6 9	19 15	2 6	30 26
11 16	9 6	23 19	6 9	15 19	6 2
6 2	26 31	9 6	18 23	6 15	26 23
7 11	6 2	16 20	9 6	19 10	2 6
					B. wins.

Game No. 2. "Irregular."

The nineteenth game of the match for the championship and $25.00 between ARLIE L. OLIVER and H. W. SHANNON at Manchester, N. H. Oliver's move.

11 15	9 13	8 11	17 22-*e*	18 22-*o*	27 23
23 19	17 14	26 22	26 17	25 18	16 11
8 11	12 16	3 8	8 12	16 20	6 10
22 18-*a*	29 25	22 15	16 11-*f*	28 24	14 7
15 22	4 8	11 18	7 16	19 28	23 21
25 18	30 26	24 19	17 13	27 23	7 3
10 15	16 19-*b*	1 6	16 19	28 32	5 9
19 10	24 15	31 26	32 28-*g*	23 19	13 6
6 22	11 18	13 17-*c*	12 16-*h*	32 27	2 9
26 17	28 24	19 16-*d*	21 17-*i*	19 16	OLIVER won.

a—Weak, and is not played much for that reason.
b—A bold dash.
c—A "Clincher."
d—A dash for liberty.
e—A neat move.
f—The very best.
g—Enticing move.
h—But he don't go, 19 23.
i—Fighting hard for a draw.
o—From here to finish the play is quite neat.

Game No. 3. "Defiance."

Between HERMAN HAYES and L. M. STEARNS.

11 15	5 14	8 11	12 19	14 18	10 15
23 19	29 25	22 17	23 7	23 14	30 25
9 14	4 8	11 15	2 11	10 17	17 21
27 23	25 22	32 28	26 23	21 14	25 22
8 11	11 15	15 24	6 9	1 17	21 25
22 18	24 20	28 19	17 13	31 26	23 18
15 22	15 24	7 11	3 7	7 10	25 30
25 9	28 19	19 16	13 6	26 23	20 16
					Drawn.

STEARNS had black men.

Game No. 4. "Fife."

L. M. STEARNS and a friend.

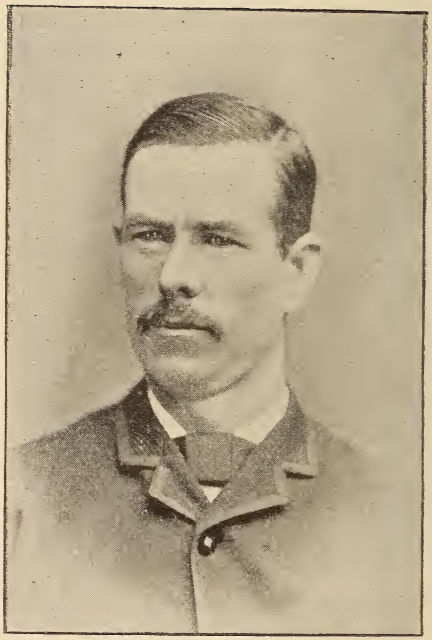
11 15	9 14	7 14	3 7	11 16	1 10
23 19	25 22	30 23	32 27	17 14	18 9
9 14	18 25	8 11	4 8	6 10	7 11
22 17	29 22	23 18	31 26	14 9	9 6
5 9	14 18	14 23	8 12	10 14	10 14
17 13	23 14	27 18	26 23	9 6	STEARNS won.
14 18	10 26	12 16	16 20	2 9	
26 23	19 10	21 17	24 19	13 6	B wins.



FITZIE BARRUS, who died Feb. 9, 1893, was one of Michigan's best checker players, and the players were few that could come out ahead with him in a contest across the board. At the time of his death he was engaged in the Derry News Correspondence Tourney No. 2, and with the record of a large number of games won, had he lived he would have won the first prize no doubt, but the games were not all finished, necessitating the throwing them out. As a cabinet worker Fitzie was first-class, and the tables in the portrait are his own handiwork (the author has a miniture table made by him), composed of hundreds of small pieces of wood of different kinds. At his death he left unfinished a checker table composed of several thousand pieces of wood, which he intended to exhibit at the World's Fair. A native of Michigan, came to Chelsea, Mich., from Jackson, where he resided at his death. Fitzie had many friends, and none more friends than those who played with him across the magic squares, except his widowed mother, who mourns for him.



ANDROS GULDE, Chelsea, Michigan. The original of the above excellent likeness was born at Chelsea April 2, 1874. He commenced to play checkers in 1890 at the solicitation of the late Fitzie Barrus, who presented him with an inlaid board, and advised him to purchase some current work on the game. A copy of "Anderson's Second" was accordingly obtained, and later on more works until he has collected quite an extensive library. He was in Chicago during the World's Fair and made very creditable scores with the leading members of the Chicago Chess and Checker Club, and as a correspondence player he has been very successful, and is an ardent lover of all in and out-door games and sports. Mr. Gulde has contributed checker problems and games to some of the leading checker columns of America, and the play produced shows a marked degree of brilliancy and foresight that is unquestionably remarkable for one to acquire in so short a space of time. Genial, kind-hearted and generous, Master Gulde has a host of friends wherever he goes. The position given on another page is very neat and instructive and must be played exactly as solution.



R. H. WALTON. The subject of our sketch was born in Cheshire, England, Oct. 5, 1844, but now a resident of Walnut Springs, Texas. His occupation is farming and when his day's work is o'er he indulges in his favorite pastime of playing checkers. As players who can do anything with Mr. Walton at the game do not live in his state he plays many games by corespondence, and by so doing he is known throughout the checker world as one of the best players of this style of playing, and the game given as No. 5 of this book is a fair sample of the depth, brilliancy and foresight of the Texas champion. He is an agreeable and entertaining correspondent and to once play a series with him is to play another and then more. Texas is to be congratulated upon having within her borders such a grand representative of the noble game.



A. J. DUNLAP. The late A. J. Dunlap was born in Ovid, N. Y., in 1832 and his death occurred Sept. 30, 1892, after a quarter of a century as draughts editor of the Turf, Field and Farm. During his long service with that paper, Mr. Dunlap published thousands of games and positions of great value to all classes of players. His editorial writings on all questions relating to the pasttime were always forcible and had great weight with players of both continents. His decisions on disputed points were accepted as correct almost without question. Mr. Dunlap was instrumental in bringing together the leading players of the world, and his well-known integrity required him to also act as stakeholder. His library on the game was valued above a thousand dollars, containing some very rare books which cannot be purchased today for any amount of money, the widow refusing to part with any por- of it. In the death of this grand old man the checker fraternity have lost a faithful worker, a steadfast friend that time can never replace. The draughts in Turf was discontinued by him a few weeks prior to his death owing to ill-health and a much needed rest.



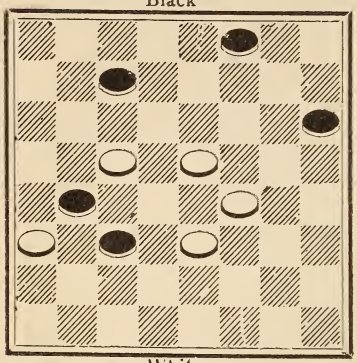
H. S. WOOD, Moline, Ill. The subject of this sketch was born near Poughkeepsie, N. Y., in 1855. In 1887 he commenced the scientific study of the game he here represents, since which time he has played six important matches with the well-known expert, H. W. Valentine of Rock Island, Ill., winning the first four and tieing the fifth, while in poor health he played the sixth and lost. In the Derry News tourney by correspondence with fifteen entrants he won first prize, a solid silver medal, and Drummond's 3rd (original), also the title of Derry News champion correspondence player for 1891-92. His score, 22 won, 3 lost, 27 drawn, total number of points, 35 1-2, out of a possible 52. In order to make 52 a player would have to win 52 games, or all the games played in the tourney. Out of the fifteen series Mr. Wood did not lose a single one. As a contributor to the different checker columns he has won some fame; his games and problems have received attention from players throughout America and Great Britain, a genial correspondent, and popular among those who knows him best, and in every way worthy to appear in this work.



GEORGE D. SHERROW, champion colored player of the world. The subject of this sketch is a native of Pennsylvania and resides at Pittsburg, where he has conducted for nine years one of the best checker columns in America, and each issue of the Life contains new and original matter each week in the shape of games and problems that are eagerly sought for by the expert and novice alike. As a player he has won considerable fame by making very creditable scores with the leading players, such as Reed, Freeman and other checker lights. He has won a number of prizes, among which was first prize for best game contributed to Granite State checker series No. 3. The game was a "Laird and Lady," well worthy of the prize. His checker column in the Pittsburg Life was the first in Pennsylvania and it has never faltered in its path of duty meting out justice to one and all during all the years of its existence under the able management of its genial, wholesouled editor. Long may he live to continue in the good work, is the wish in general of those who have made his acquaintance through his checker department. Examine his neat problem, No. 25, this book.

No. 21 (A. Gulde).

Black

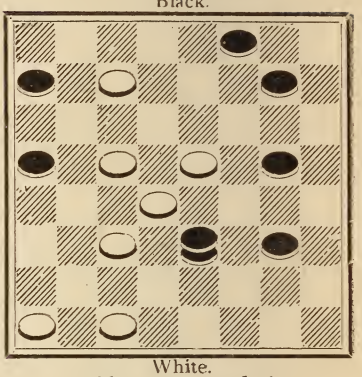


White.

Black to move and draw.

No. 22 (F. Barrus).

Black.

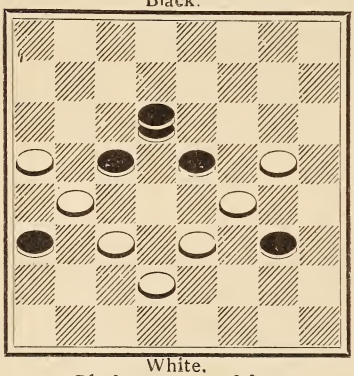


White.

White to move and win.

No. 23 (H. Hayes).

Black.

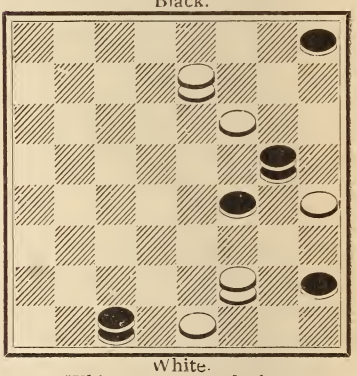


White.

Black to move and draw.

No. 24 (L. M. Stearns).

Black.

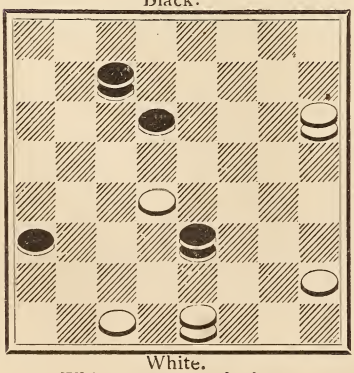


White.

White to move and win.

No. 25 (G. D. Sherrow).

Black.

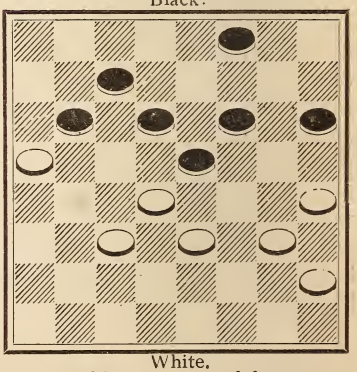


White.

White to move and win

No. 26 (J. L. Richmond).

Black.



White.

White to move and draw.

Solutions to Problems.

No. 21. (A. Gulde.)

22 26	17 22	26 31	3 7	31 27	27 24
a 23 19–1	21 17	17 13	20 16–*b*	14 9	Drawn.

a—14 10, 26 31, 10 1, 31 26. B. wins.
b—14 9, 31 27, 9 2, 27 23. Drawn.

1

23 18	15 11	20 11	18 15-*c*	11 7-*d*	14 10
3 7	7 16	26 31	31 26	23 19	23 18
	and 10 1	18 2.	Drawn.		

c—11 7, 31 26, 7 2, 26 22. Drawn.
d—14 10, 26 23, 10 1, 23 19. Drawn.

No. 22. (F. Barrus.)

22 17	29 25	30 25	15 10	14 9	6 2
13 22	22 29	29 22	22 15	5 14	W. wins.

No. 23. (H. Hayes.)

24 27	22 18	31 22	5 1	30 25	17 14
16 12	27 31	9 5	25 30	5 9	15 18
15 24	18 9	21 25	1 5	10 15	Drawn.

The above problem represents the square and compass.

No. 24. (L. M. Stearns.)

27 24	24 19	19 26	20 16	31 27	11 8
19 23	16 12	30 23	12 19	23 32	W. wins.

No. 25. (G. D. Sherrow.)

18 15	12 16	31 26	26 22	30 26
10 19	6 10	10 14	14 10	W. wins.

This problem was a prize winner from G. L. C. S. No. 3.

Game No. 5. "Bristol"

Between J. L. RICHMOND, Marsdon, and G. FREEMAN, London.

11 15	5 14	4 8	1 5	8 12	10 14
24 20	25 22	29 25	26 23	27 24	4 8
15 19	10 15	2 6	19 26	5 9	27 31
23 16	22 17	25 22	30 23	23 19-*a*	8 11
12 19	6 10	14 17	17 26	3 8	31 26
22 18	17 13	21 14	31 22	20 16	11 7
9 14	8 11	10 17	7 10	11 27	26 17
18 9	27 24	32 27	23 18	18 4	19 15
					Drawn.

a—Solution to position No. 26.

Game No. 6, "Kelso."

Between H. S. Wood, Moline, Ill., and R. H. Walton, Texas.

10 15	24 19	16 23	7 2	4 8	6 2
22 18	3 7	26 19	15 18	24 20	11 15
15 22	27 24	11 16	2 7	8 11	2 7
25 18	9 14	20 11	23 27	23 19	10 3-*b*
12 16	18 9	7 23	32 23	22 26	19 10
24 20	5 14	14 7	18 27	21 17	3 8
9 13	22 17	2 11	7 10	26 22	10 15
29 25	13 22	17 14	14 18	17 14	8 4
8 12	26 17	11 15	30 26-*a*	22 18	15 11
28 24	1 5	14 10	27 31	14 9	Walton won.
6 9	31 26	5 9	10 14	18 14	
25 22	14 18	10 7	31 22	9 6	
7 10	23 14	9 14	14 23	14 10	

a—Wood resigned here.

b—15 24, W. wins by first position.—R. H. Walton.

Game No. 7, "Double Corner."

Dr. W. B. Banks and W. E. Stevenson.

9 14	24 15	8 11	28 19	12 19	22 17
22 18	10 19	24 20	4 8	27 23	18 22
5 9	23 16	6 10	25 22	6 15	16 11
25 22	14 23	30 26	2 6-*a*	17 10	8 12
11 16	26 19	11 15	32 27-*b*	7 14	17 14
29 25	9 14	22 17	10 15	23 16	22 25
16 19	27 24	15 24	19 10	14 18	26 22
					Stevenson won.

NOTES BY STEVENSON.

a—Up to this point the game is same as Game 5, Vol. 1, A. C. R.

b—Avoiding a neat stroke as 31 27, 14 18, and the doctor calculated a neat win.

Game No. 8, "Whilter."

Walter Lee Brown vs. W. Wheelock.

11 15	11 16	12 19	15 18	8 12-*a*	5 9
23 19	26 23	23 7	22 15	13 9-*b*	13 6
9 14	16 20	2 11	10 26	6 13	1 10-*c*
22 17	31 26	25 22	30 23	25 22	23 19
7 11	8 11	4 8	11 15	13 17	3 8
17 13	19 16	26 23	29 25	22 13	Brown won.

a—To neutralize 13 9, etc.

b—Cute, but 8 12 and 13 17, etc., kills it.

c—Neat ending.



CLARENCE H. FREEMAN. Born in Central Village, Conn., Dec. 7, 1859. At the age of 7 years he commenced to play the game, and since that time he has held the title of Providence, R. I., city championship, closely followed by the state championship, and then the American championship, but not caring for titles he played and lost it to A. J. Heffner. Freeman's greatest achievement was a 20 game match (friendly, no money in this match) with James Wylie, winning by a score of Freeman 4, Wylie 1, drawn 15. In a sitting before that time Wylie 1, Freeman 1, and 1 drawn. As a coacher there is not his equal. His presence at the last Barker-Reed match attested to his ability, as Barker came out the victor with ease through the help of this Providence genius to a great extent. It would be superfluous to enumerate all the victories of Mr. Freeman, as his name and works have been extolled in every city and hamlet where the game is played scientifically and from the books. A perfected player, from his own original ideas: ready to play with the poorest scrub when at the clubs, in his own city or elsewhere. The kindly notice of the novice encourages them. Without this kind attention many of the young players would drift away from the game. Quiet and unassuming, a thorough gentleman is C. H. Freeman.



CHARLES F. BARKER, ex-champion checker player of America. Born in Boston, Mass., March 11, 1858. At the age of 15 years he met the "Herd Laddie," James Wylie (now champion of the world), and made the remarkable score of Barker 3, Wylie 10, drawn 12. Since that time he has demonstrated that he is the greatest match player, barring Wylie, that the world ever knew. He has met and defeated nearly all of the leading players of America and Europe, including J. P. Reed, M. C. Priest, A. J. Heffner, the late James Smith and R. Martins. Clarence H. Freeman however was successful in two matches for the American championship played at Providence, R. I., the home of Mr. Freeman. In 1882 the great match with Wylie for the world's championship resulted in Barker 1, Wylie 1 and 48 drawn games. James P. Reed won one match of Barker in Chicago in 1889. For a number of years Mr. Barker edited the checker column in the Boston Globe, and is also famous in the publication of his "World's Checker Book" and "American Checker Player." Both books have had an enormous sale, the former long since out of print. Mr. Barker is a general favorite with the players in his native city, which speaks well for the makeup of a popular citizen.



AUGUST J. HEFFNER. Born in Cambridge, Mass., of German parents, April 5, 1858, and has lived in and around Boston ever since. By the advice of John Halleran (now in the Boston postoffice), he purchased Spayth's American Draught Player when a mere youth, and from that work came the foundation of one of the best players and analyst of games that America has produced. He has beaten H. Z. Wright, Busby, late Wm. Freeman, Coakley and other notable players, but in turn was defeated by Wylie and Charles F. Barker. In Heffner's match with C. H. Freeman the former takes no credit of winning the American championship as Freeman had not fully recovered from his match with Barker, and in fact did not care for the honor of winning. Mr. Heffner is employed by the railroad company as brakeman and when off duty he is analyzing the "Kelso" opening, of which he is famous. At one time he edited a fine column in the Boston Yankee Blade. It was our good fortune to meet him at the checker club rooms in Boston last winter, and the impression left on the mind was good, and when can we meet again and enjoy the delightful and entertaining company of the American ex-champion August J. Heffner? was uppermost in our mind.



DR. W. B. BANKS. Born in Edwardsburg, Cass Co., Michigan in 1859, and at the age of 7 years he was seldom beaten by boys of his own age, and as he grew to manhood his love for the game grew strong within him. In 1879 he fell in with John McGreevey of Detroit, state champion, who advised him to buy books and study the game, and so well did he follow instructions that in a year's time he captured a game from the veteran Wylie. About this time he entered the University of Michigan to study dentistry and graduated in 1882. His thirst for problems was great and many an hour was spent by him in solving and composing, thereby becoming a strong end-game player. His first contributions appeared in the American Checker Review, winning a prize in a problem tournament. Later he won second prize in Derry News correspondence tourney No. 1, lacking only a point and a half of tieing for first place. In the Michigan state tourney the doctor took fourth place and $30 in money. A genial and humorous correspondent, full of vim and vigor and ever ready to play checkers, go fishing or pull teeth, which he has done in Detroit for eight years with good success.



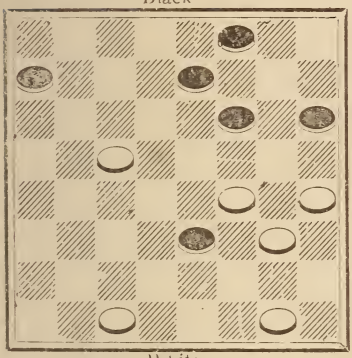
W. E. STEVENSON. The subject of this sketch is a native of the Dominion of Canada, born at Ontario, Elgin county, Feb. 15, 1866. The author's first acquaintance with Mr. Stevenson was in 1887, at which time he commenced taking the Derry News checker column, and contributing to the same, followed by contributions of games and problems to other checker periodicals. As a correspondence player he has an envied reputation, and the games and position by him in this book are fair illustrations of his remarkable foresight in the science of the pastime. While his contributions have not been large to the checker literature, what he has published contained merit, and great credit is due him, for when you see the name of W. E. Stevenson over a game or problem it is a well-known fact that it is worth your time to examine the same, and that after you have you have been benefitted. Being but 28 years of age we predict a brilliant future in the checker career of this alert and genial son of the Old Dominion.



I. J. BROWN, Richmond, Indiana, and champion of the state. The above name ten years and more ago was a familiar one where checkers were played scientifically, although he was better known as that "Terror" Brown, having gained the title by the many victories and of the enormous score of wins to his credit. He has met and defeated such players of ability as Dr. Logan of Ohio, Wyat, Halcott, Thurman, Rozell of Greensburg, Indiana. Mr. E. A. Brown of New York lost 4 to Brown, won 0, drawn 4. With the great Cincinnati, O., player, H. Hutzler, came out a tie, one each and several drawn: but probably his greatest feat was his match with Prof. A. Woods, College Corner, O., in the winter of 1883. Woods was under the impression there was no man his equal in the State of Indiana, as he had made some remarkable scores with all he met in that State, but "Terror" Brown thought differently and a match was arranged to come off at College Corner, Jan. 20, 1883, and at the close of the match with Brown 11 games, Woods 1 and 8 drawn, the Professor ejaculated the following: "Holy Moses and the Angels cast thy pitying glances down and soothe the checker player that meets that terror, Brown." The problem by Mr. Brown is a fine one and when published prizes were offered for best solution which were well earned by the difficulty found in solving it.

No. 27 (W. E. Stevenson).

Black

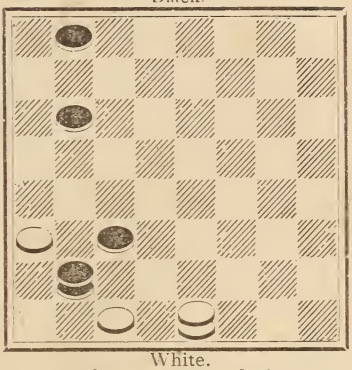


White.

Black to move and win.

No. 28 (I. J. Brown).

Black.

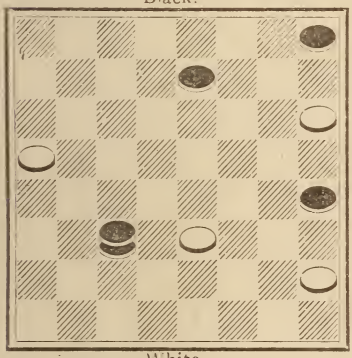


White.

Black to move and win.

No. 29 (W. B. Banks).

Black.

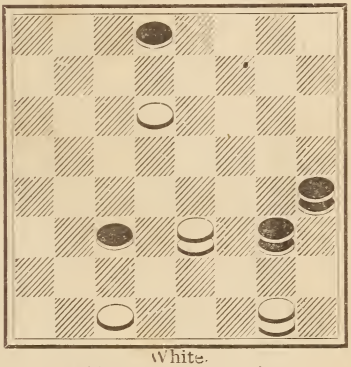


White.

Black to move and win.

No. 30 (L. M. Stearns).

Black.

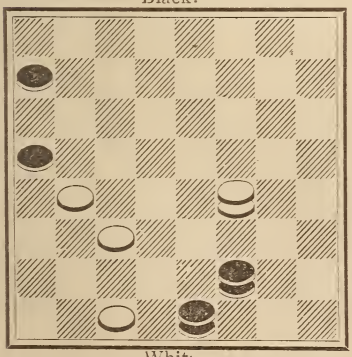


White.

White to move and win.

No. 31 (C. H. Freeman).

Black.

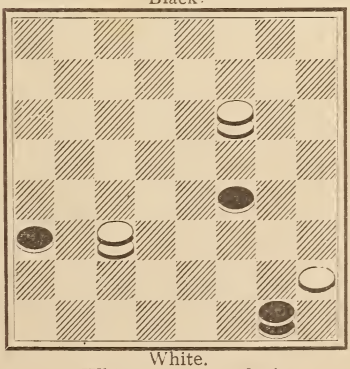


White.

White to move and draw.

No. 32 (C. F. Barker).

Black.



White.

White to move and win.

Solutions to Problems.

No. 27. (W. E. Stevenson.)

3 8	25 22	30 25	24 19	26 22	15 10
30 25	26 30	19 15	22 26	28 24	5 9
23 26	22 18	25 22	32 28	22 17	B. wins.

No. 28. (I. J. Brown.)

9 13	1 6	13 17	25 21	22 25	25 29
31 27	27 31	21 14	31 27	27 23	B. wins.

No. 29. (W. B. Banks.)

22 26	26 23	23 27	20 24	4 8	27 24
23 19	19 16	13 9	28 19	12 3	B. wins.

No. 30. (L. M. Stearns.)

10 7	24 27	32 27	20 16	32 28	22 25
2 11	23 32	15 19	27 31	16 19	26 23
32 28	11 15	28 32	19 24	30 26	W. wins.

No. 31. (C. H. Freeman.)

22 18	27 32	23 18	31 26	19 16	32 23
13 22	18 14	32 27	23 19	27 32	16 12
19 23	22 26	30 23	26 23	18 27	23 18
					Drawn.

No. 32. (C. F. Barker.)

22 26	26 31	11 16	16 20	31 26	20 16
32 27	27 23	21 25	23 18	25 29	18 23
					W. wins.

Game No. 9. "Double Corner."

Dr. W. B. Banks and W. E. Stevenson.

9 14	24 15	8 11	28 19	12 19	22 17
22 18	10 19	24 20	4 8	27 23	18 22
5 9	23 16	6 10	25 22	6 15	16 11
25 22	14 23	30 26	2 6-*a*	17 10	8 12
11 16	26 19	11 15	32 27-*b*	7 14	17 14
29 25	9 14	22 17	10 15	23 16	22 25
16 19	27 24	15 24	19 10	14 18	26 22
					Stevenson won.

a—Same as game 5, Vol. 1, A. C. R.

b—Avoiding a neat stroke as 31 27, 14 18, etc., the doctor calculated a neat win.

Game No. 10. "Bristol."

DR. W. B. BANKS vs. W. E. STEVENSON.

11 16	18 15	5 9	24 20–*b*	14 24	3 7
24 20	7 10	27 24	1 5	28 24	11 15
16 19	25 22	8 12	27 23	19 28	7 11
23 16	14 18	16 11	18 27	26 3	28 32
12 19	29 25	3 8	32 23	10 19	11 18
22 18	9 14	31 27	9 13-*c*	11 7	19 23
10 14	20 16	12 16-*a*	23 18	2 11	Banks won.

a—Corrects Hill's synopsis that plays 18 23 here.
b—Nothing better.
c—A strong move.

Game No. 11. "Glasgow."

HERMAN HAYES vs. W. H. MCLAUGHLIN.

11 15	16 23	11 16	14 18	25 21	18 23
23 19	26 19	29 25	17 14	7 3	11 7
9 14	4 8	16 20	10 17	17 14	23 19
22 17	30 26	19 16	21 5	3 7	7 3
8 11	8 11	12 19	30 21	6 10	19 15
25 22	26 23	23 16	8 3	7 11	3 7
11 16	11 15	20 24	18 23	21 17	15 10
24 20	32 28	16 11	16 11	11 7	7 3
16 23	15 24	24 27	23 26	17 22	14 18
27 11	28 19	11 8	3 7	8 11	2 6
7 16	5 9	27 31	26 30	22 18	10 14
20 11	17 13	26 23	11 8	7 2	6 10
3 7	2 7	31 26	30 25	14 17	14 7
28 24	22 17	23 19	8 3	2 6	3 10
7 16	7 11	26 30	21 17	10 14	18 23
24 19	31 26	19 16	3 8	6 2	Drawn.

Game No. 12, "Cross."

A. POLLAK vs. THOMAS FLINT.

11 15	23 19	11 16	15 11	16 19–*b*	11 7–*d*
23 18	14 23	19 15	3 8-*a*	17 14	2 11
8 11	19 10	14 18	24 15	19 23	14 9
27 23	7 14	31 27	12 16	28 24-*c*	5 14
10 14	26 19	16 19	21 17	9 13	25 21
					Flint won.

NOTES BY MR. FLINT.

a—Black with man short has a good game.
b—A trap for 30 26, which gives black the game.
c—27 24, B. wins.
d—Very neat ending.—The author.



DEWITT C. CALVERT, of New London. Conn., was born in that city July 28, 1853. He commenced to play the game of checkers in 1874, and in 1878 gave it up for six years, but has been at it about every week day since. In 1890 he was placed on the staff of the Woonsocket Reporter as checker editor along with Joseph Brown, who had conducted it some five years. After a few months Mr. Brown resigned his position and Mr. Calvert has kept the column up to its former high standard. He has been known for many years as an analyst of rare ability. Many proclaim that he is the "Arch Critic" of America, and no doubt he is as he has punctured more play; correcting games and problems when they appeared to be sound every way, gaining the distinction honestly his due. His games and problems have been published in every checker paper in the world, and the readers of this book will be much pleased to view the handsome features of one so widely known. He is a dealer in paints and oils and one of New London's solid business men and much respected.



WILLIAM LEWIS, checker editor of the Providence, R. I., Journal. Born at St. John's, N. B., July 26, 1859, of Welch and Irish parentage, came to the United States in 1875. Early in life he commenced to play the game of which he is so skillful an exponent. He has played many games with the Barkers at the shoe shop on Essex street, Boston, and with other noted players. In 1880 he was a member of the Haverhill, Mass., checker club, and in 1882 formed one of a team of ten players publicly pitted against C. F. Barker. In this contest Mr. Lewis made the creditable score of one draw in three games. He has been a member of the Providence club since 1885. In the Providence tourney of 1891 he won second prize, and in the Stearns Providence tourney Mr. Lewis won first prize. He is a first-class linotype operator on the Journal, of which he has won world-wide fame as its checker editor. In a contest for vice-presidency of Providence Typographical Union Mr. Lewis was defeated by only 12 votes; the union has 141 members, thus only lacking a few votes, seven of which would have elected him is to his credit. A big-hearted, good natured, genial associate, ever ready to do a favor to his intimate acquaintances, but is very sensitive about being publicly praised. He has followed the game for 20 years, seen all the principal matches in this part of the country. The writer met Mr. Lewis in Haverhill, Mass., in 1884, and renewed the pleasant acquaintance in 1891.



JOSEPH MAIZE, McDonald, Penn., was born in Kilsyth, Scotland, April 13, 1860. His love for checkers developed when he was 20 years of age, and in a few months he has progressed so rapidly it justified his entrance in the annual tourney of the Lanarkshire Draught association April, 1881. In the second round meeting the celebrated problemist and player, Mr. D. Gourley; score, Maize 1, Gourley 2, drawn 1. In the autumn of same year he came to America and has since resided in Pennsylvania. In 1883 he procured his first work, Janviers Anderson, and rapidly made a name for himself as a critic and analyst, upsetting the conclusions of many of our best players. With J. P. Reed, the American champion, the two sittings were Maize 1, Reed 3, drawn 4; Maize 3, Reed 5, drawn 6, a proud record. His analysis of the Second Double Corner in the D. P. W. magazine of 1886, consisting of 68 variations with only three variations incorrect is a guarantee of a careful painstaking analyst. In the Thanksgiving contest at Home Hotel, Pittsburg, Mr. Maize defeated his several opponents without severe effort and was awarded a handsome gold badge by the Chronicle Telegraph. He has filled various positions of trust, an orator of no mean ability, a graceful and forcible writer and has quite a reputation as a poet. His checker column in the Pittsburg Despatch is conducted with ability and snap and is always free from language that would hurt the feelings of any of its readers.



HERMAN HAYES, Manchester, N. H., is a native of the Dominion of Canada, and nearly 35 years of age. He came to the United States several years ago and engaged himself to the Amoskeag corporation. In 1890 he had the misfortune to lose his left arm in the machinery, from which he was a great sufferer, but he bore the pain without a murmer of discontent, looking on the bright side of life. Owing to this accident he was given the position of watchmen at gates. For something to take up his attention he then commenced to play checkers for the first time, and so well has he applied himself to his now favorite game that it takes a professional to do anything with him. A careful painstaking and always ready to take an original line, than to stick to the well-worn paths, laid down the books. His games with the Maine champion and other players of ability reflect great credit on one of so short an acquaintance with the game. His problems are neat and of the brilliant order, and are worthy of the expert's notice as well as the "tyro." His Square and Compass problem is quite unique, the solution is good for a problem of this kind. We predict a bright future for Mr. Hayes as a problemist and player.



GEORGE W. DURKEE. Born in Tunbridge, Vt., June 6, 1875. Came to Derry when quite young, where he has since made his home. He became identified with the game of checkers less than two years ago, and during that time has become quite proficient, beating all the boys of his age and most of the older players in his town. A few years and he will stand in the front rank of New Hampshire checker players. He is a very popular young man and liked by all. The game below is a fair criterion of his skill across the board.

Game No. 13, "Souter."

GEORGE DURKEE vs. PROF. C. W. SCRIBNER.

11 15	25 22	4 8	28 19	10 19	30 26
23 19	8 11	24 20-*a*	8 11	26 23	16 19
9 14	27 23	15 24	22 18	19 26	21 17
22 17	14 18	28 19	5 9	31 8	1 5
6 9	23 14	11 15	18 14	7 11	17 14
17 13	9 25	32 28	9 18	8 4	19 24
2 6	29 22	15 24	19 15	12 16	13 9-*b*

Durkee won.

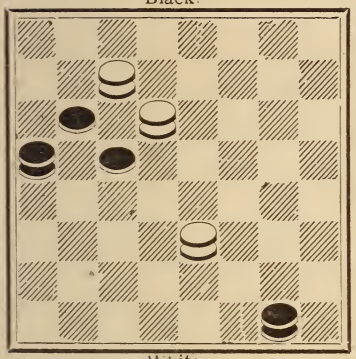
NOTES BY DURKEE.

a—22 17 is the correct move here.

b—26 23, 24 27, 23 18, 27 31, 20 16, 11 20, 18 15, 3 7, B. wins.

No. 33 (D. C. Calvert).

Black.

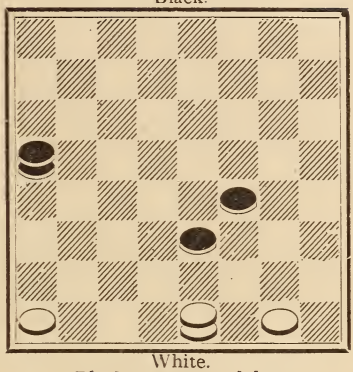


White.

Black to move and win.

No. 34 (D. C. Calvert).

Black.

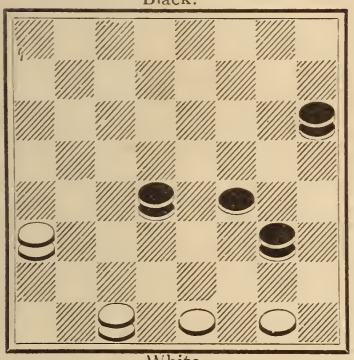


White.

Black to move and draw.

No. 35 (D. C. Calvert).

Black.

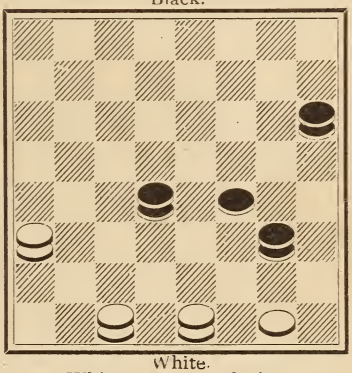


White.

White to move, Black to draw.

No. 36 (L. M. Stearns).

Black.

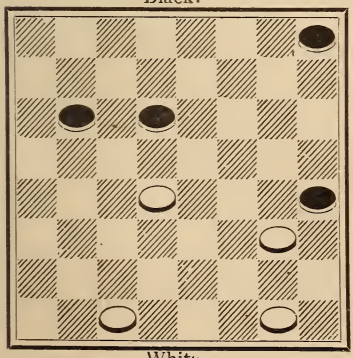


White.

White to move and win.

No. 37 (A. Sheean).

Black.

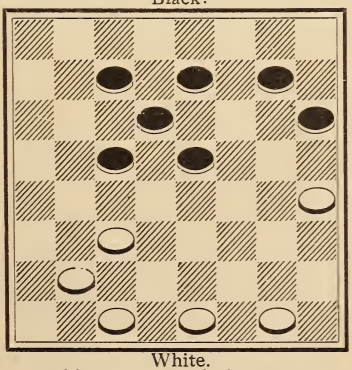


White.

White to move, Black to draw.

No. 38 (M. H. Brennan).

Black.



White.

White to move, Black to draw.

Solutions to Problems.

No. 33. (D. C. Calvert.)

14 17	32 27	14 18	17 14	27 24	24 19
10 15	6 2	15 19	13 17	31 26	26 31
9 14	13 17	22 17	14 18	11 15	18 23
23 26	2 6	9 13	17 26	26 31	31 26
17 21	17 22	18 22	18 11	15 18	21 25
26 30	6 9	19 15	26 31	31 26	B. wins.

Corrects situation No. 28.—S. S. S.

No. 34. (D. C. Calvert.)

13 17	27 23	17 22	32 27	*26 22
31 27	26 31	16 20	22 18	Drawn.
23 26	23 16	31 26	27 24	Corrects No. 14.—S. S. S.

No. 35. (C. C. Calvert.)

32 27	19 23	31 26	25 22	15 10	8 11
18 22	21 25	29 25	19 15	12 8	Drawn.
27 20	22 29	26 19	22 18	10 7	

Corrects No. 44.—S. S. S.

No. 36. (L. M. Stearns.)

32 27	19 23	31 26	12 19	30 32
18 22	21 25	23 27	26 23	W. wins
27 20	22 29	20 16	19 26	crowning man 31.

Preserves play of No. 44.—S. S .S.

No. 37. (A. Sheean.)

32 27	24 19	18 15	12 16	Drawn.
4 8	*8 12	Corrects No 47.—S. S. S.		

No. 38. (M. H. Brennan.)

22 17	21 30	27 2	15 18	14 18	26 30
14 21	31 27	10 15-*a*	9 14	22 26	Drawn.
30 26	30 23	2 9	18 22	18 23	

a—Corrects No. 69.—S. S. S.

Game No. 14, "Cross"

H. Hayes vs. A. L. Oliver, State champion.

11 15	26 23	10 26	24 20	14 17	15 10
23 18	15 18	31 22	8 11	12 8	26 30
8 11	17 13	11 15	23 19	15 19	20 16
27 23	18 27	19 10	3 7	8 3	30 25
4 8	13 6	7 14	19 16	7 10	16 11
23 19	2 9	22 18	12 19	3 7	25 21
9 14	32 23	1 5	25 22	10 14	11 7
18 9	9 13	18 9	17 26	7 10	14 18
5 14	25 22	5 14	30 16	19 23	10 14
22 17	14 17	29 25	11 15	10 15	18 22
6 9	21 14	13 17	16 12	23 26	Drawn.

Game No. 15, "Kelso,"

One of ten simultaneous games played by C. F. BARKER at Providence, R. I., Jan. 2, 1892.

10 15	5 14	8 11	5 9	27 31	26 23
23 18-*a*	22 17	19 16-*e*	27 24	8 11	4 8
12 16	15 18	12 19	20 27	31 27	15 19
21 17	24 19	23 16	31 24	11 2	8 4
16 20	11 15	11 15	18 23	27 24	23 26
17 13	29 25-*c*	26 22-*f*	24 19	2 7	22 18
7 10	15 24	3 8	15 24	24 19	14 23
26 23	28 19	16 12	28 19	16 12	7 5
8 12	4 8	8 11	11 15	19 23	Lewis won.
25 21-*b*	30 26	12 8	19 16	12 8	
9 14	2 7-*d*	1 5	23 27	23 26	
18 9	32 28	8 4	4 8	8 4	

NOTES BY W. LEWIS.

a—Our favorite reply to "Kelso."

b—24 19, etc., is book.

c—We consider this move the source of strength in the firm position white afterwards obtained.

d—White is getting a good game.

e—The critical position at this point induced us to think that Mr. Barker had made the round of the other nine players in rather quick time.

f—Virtually wins the game.

Game No. 16, "Laird and Lady."

ALEX ARGY and W. S. FELLOWS.

11 15	17 14	4 8	24 20	2 6-*b*	27 23
23 19	10 17	24 19	9 13	22 17-*c*	18 27
8 11	21 14	13 17	26 22-*a*	13 22	25 22-*d*
22 17	15 18	28 24	17 26	14 10	11 18
9 13	19 15	6 9	31 22	7 14	30 14-*e*
					Fellows won.

NOTES BY MR. FELLOWS.

a—Argy remarked here after this move that white had lost the game.

b—Loses, 1 6 draws.

c—Opening fire.

d—Carrying the war into Africa.

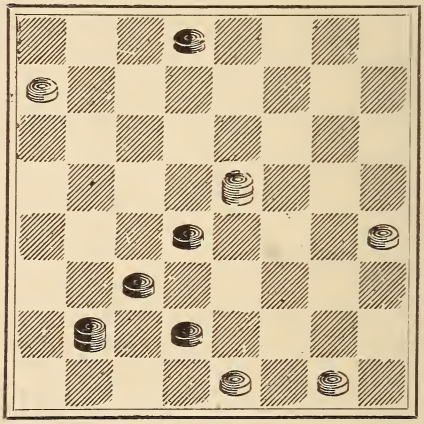
e—The surrender.

Game No. 17, "Boston Centre."

By Lyman M. Stearns.

11 15	11 15	1 6	14 23	25 29	19 23
23 19	28 24	26 23	27 18	17 14	13 9
8 11	7 11	5 9	10 15	10 17	29 25
22 17	24 20	25 22	17 14	1 10	9 5
15 18	9 14	18 25	15 22	17 22	23 26
19 15	26 22	29 22	14 5	10 7	and forms
10 19	6 10	15 19	22 25	11 15	position
24 8	30 26	23 16	5 1	7 11	below with
4 11	3 7	12 19	7 10	15 18	solution.
17 13	22 17	22 18	21 17	11 15	

Black.



White.

15 10	1 6	11 7	24 19	2 7	11 18
26 30	9 13	25 29	29 25	25 29	21 25
10 14	6 9	7 3	19 16	7 11	31 22
18 23	13 17	29 25	25 29	29 25	30 26
14 18	9 14	3 8	16 11	14 18	22 17
23 26	17 21	25 29	29 25	25 29	26 22
18 23	20 16	32 28	11 7	18 25	18 14
2 6	25 29	29 25	25 29	29 22	22 13
5 1	16 11	28 24	7 2	23 18	W. wins.
6 9	29 25	25 29	29 25	22 15	

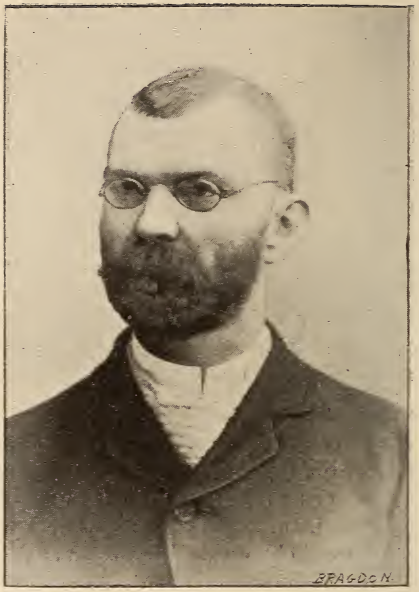
Puzzle Problem.

By O. H. RICHMOND, from the Checkerist, 1887.

A game of checkers once was played in eighteen eighty-three,
Between a man named Robinson and his friend named R. A. G.
It was a very pretty game, with neither one ahead,
Until it came quite near the end, when R. A Gurley said,
"I think I have the best of it, as anyone can see,
With my two kings on four and five and single man on three."
"You may be right," said Robinson, "but I have got the move,
And though my men are single ones, yet, tartars they may prove.

But I must move to eleven now, for if to twelve I go,
You catch me in a problem, by "Spayth of Buffalo."
"Ah," said Gurley, "Rob, my boy, that move was very fine,
I fear 'twill let that other man from thirteen down to nine,
For if I move my single man, it lets you get a king,
And yours on twenty we'll change off as sure as anything."
The end soon came, Rob drew the game,
But Gurley found next day, oh, what a sin! he had a win by a pretty piece of play.

Four years have passed, and Gurley last, on Denver's heights was seen,
While jolly "Rob" still loves a "prob" in the classic southern queen;
But you can bet that neither yet forgets the game and fun
Of former days, when we and Maize, all took the Sunday Sun.



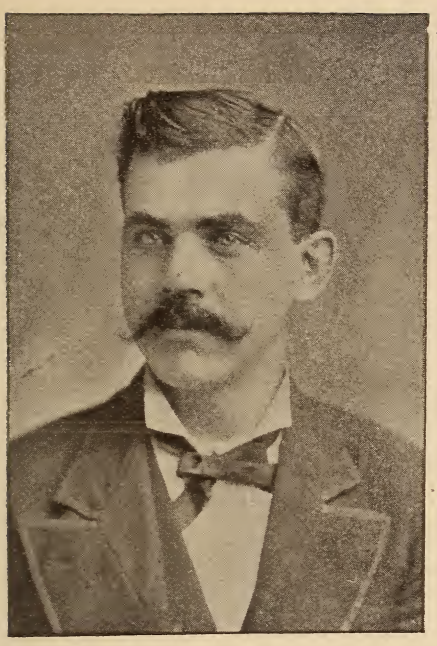
H. F. McATEER. Probably no checker player has gained more distinction, or made his mark higher or more visible to every other player than H. F. McAteer has, through his most excellent checker department in the Pittsburg, Pa., Chronicle-Telegraph. He has a faculty of getting all the latest checker news from all sections of the world where checkers is a pastime, giving his readers fresh and original matter each week. Mac. is a hustler for news and he gets it too. Another great point the writer has observed, Mac. has a great amount of space, instead of one column he puts up two and some weeks he gives more, proving conclusively that the manager of the Telegraph, Mr. Hershman, is heart and hand in the work, and recognizing the ability of Mr. McAteer allows him the space he desires: both working in perfect harmony to produce the best results, and taking all in all, success has crowned their untiring efforts, and the Telegraph stands in the front rank of American checker journalism. Mr. McAteer is still a young man, in his thirty-fourth year, and as his portrait represents, is a genial, kind-hearted man, and once a friend a true one. In conducting his column for the past six years it has appeared each week except one and that was the fault of the foreman, as his copy was in the office in time, a record to be proud of. How many can boast of a better one? The Telegraph circulation is 43,000 copies.



LAWRENCE ARMSTRONG. Born at East Holywell, Northumberland, England, June 3, 1844. Came to America in 1879, making his home in Blythdale, Pa. He is an honest and industrious coal miner and after his day's work is done he enjoys putting up a problem or knocking a hole in somebody's already published. We quote from the Telegraph what genial "Mac" had to say of Mr. Armstrong: Everybody interested in checkers has heard of "Larry" Armstrong, and acknowledge him to be the arch critic of Pennsylvania; as a man who will "knock a hole" in your problem or game if he gets half a chance. Every column in the United States devoted to the game has published many of his brilliant conceptions, and then you can hardly pick up a foreign column but you see "Larry" represented with a difficult and entertaining problem. He has played many games by correspondence and seldom loses a game. The problems given on another page are nothing better than his usual style. He has no poor ones, all are gems of a high grade. His generous nature has led him to give away a number of valuable prizes in checker tournaments, and those who know him best assert that he is a genial companion and has many friends. The above likeness is true to the photograph in the writer's possession, and the photo is true to the original "Larry" himself.



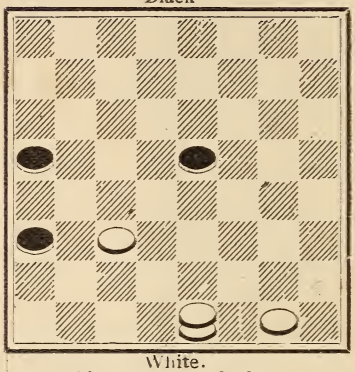
HARVEY L. HOPKINS, president of the Chicago Chess and Checker Club, was born in Eaton, Madison county, N. Y., May 13, 1842. He was reared upon a dairy farm near the place of his birth. In 1856 his father purchased a mowing machine, which was solely operated by the subject of our sketch, who made several improvements on the same that were finally completed and perfected and put to use during the haying season of 1860. The improvements proved to be so valuable that his father and others assisted him in bringing out his first mowing machine December, 1861, since which time Mr. Hopkins has devoted himself to inventing, perfecting, patenting and introducing inventions, and to the study and practice of law, which he practiced for several years in the state of New York. In 1877 he removed to Chicago. Checkers was the first game he learned to play when a boy, and so well did he master the same that he has held the honorable position of president of the C. C. and C. Club for six years in succession. He is the consolation player of the club. Mr. Hopkins is an excellent judge of human nature. He possesses social and executive abilities of the highest order and is a natural organizer replete with expedients, is free and open-hearted, always ready to assist a friend in or out of the club, is hopeful and cheerful under discouraging circumstances, popular with all, and just the right man for chief officer of America's leading Chess and Checker Club, with a membership of over 200.



THOMAS LEDDY, ex-champion of New Hampshire, was born in Boston, Mass., June 3, 1849, and is therefore in his forty-fifth year. He is one of New Hampshire's solid business men, and for a number of years carried on a successful grocery business at Epping, N. H., later he removed to South Newmarket, where he has since resided and conducted a large grocery there. He is very popular with all classes of his townspeople, and to show their appreciation of his worth selected him for their postmaster in 1885, but was removed in 1889, only to be returned in 1893. As a checker player Mr. Leddy has an enviable record which probably no other resident of the Granite state possesses, viz: In 1882 James Wylie, the world's champion, visited Epping upon invitation of Mr. Leddy and out of the games played Mr. Wylie lost one which he remarked was very fine and a credit to Mr. Leddy, who was then state champion. Mr. Leddy also drew a number of games The writer of this brief sketch has visited the happy home of the Leddy's several times and the memory of those pleasant occasions will ever be fresh in our mind. Tommy (as he is familiarly called) is a royal entertainer, and is ever ready to make his guest's stay a pleasant one. Mr. Leddy resigned the title of champion in 1884 owing to accumulation of business.

No. 39 (W. Lewis).

Black

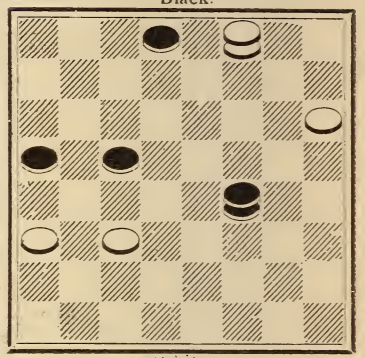


White.

White to move and win

No. 40 (L. Armstrong).

Black.

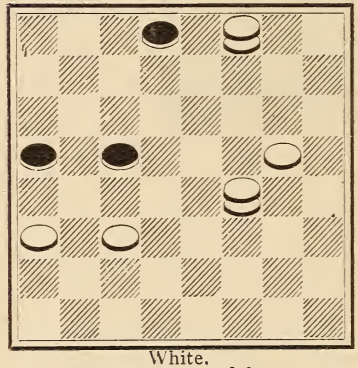


White.

Black to move and win.

No. 41 (L. Armstrong).

Black.

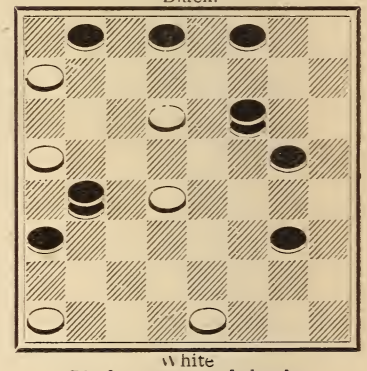


White.

White to move and draw.

No. 42 (L. Armstrong).

Black.

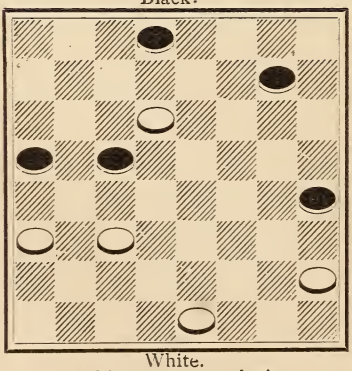


White

Black to move and skunk.

No. 43 (L. Armstrong).

Black.

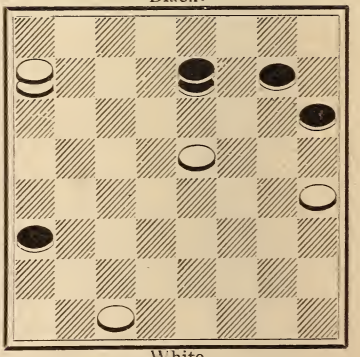


White.

White to move and win.

No. 44 (D. C. Calvert).

Black.



White.

Black to move and draw.

Solutions to Problems

No. 39. (W. Lewis.)

31 26 26 30 32 27 30 26 26 31 27 23
21 25-*a* 25 29 15 19 29 25 25 18 W. wins.

a—15 19, 32 27, 21 25, 26 31, 25 30, 27 23, W. wins.

No. 40. (L. Armstrong.)

19 15 14 18 15 8 8 3 2 7 13 17
3 8 8 11 22 15 15 10 10 6 21 14
B. wins.

No. 41. (L. Armstrong.)

16 11 15 8 10 1 11 15 22 17
19 15 7 10 8 11 6 9 13 22
3 7 2 6 1 6 14 18 9 14 Drawn.

No. 42. (L. Armstrong.)

17 14 24 27 16 20 11 15
18 9 31 24 2 19 and skunked.

No. 43. (L. Armstrong.)

28 24 31 24 10 6 24 9
20 27 8 11 2 9 W. wins.

No. 44. (D. C. Calvert.)

7 3-*a* 5 9 16 19 10 6 7 10
15 10-*b* 12 16 14 18 3 7 1 5
8 11 9 14 19 24 6 1 24 28 Drawn.

a—Corrects 7 11.—S. S. S.

b—5 9, 3 7, 9 14, 7 11, 14 18, 11 7. Drawn.

Game No. 18. "Dyke."

Between W. H. McLoughlin and W. C. Parrow at Boston, Mass.

11 15 27 24 5 9 28 24 16 19 3 8
22 17 11 15 21 17 8 11 20 16 28 24
15 19 22 18 9 13 18 14 19 24 8 11
24 15 15 22 27 24 11 16 16 11 24 20
10 19 24 15 4 8 20 11 24 28 30 26
23 16 9 13-*a* 24 20 7 16 11 8 20 24
12 19 25 18 6 10 14 7 28 32 26 23
26 22 13 22 15 6 3 10 8 3 24 27
8 11 32 27 1 10 24 20 32 28 Drawn.

a—The veteran Parrow claims this a risky move.

Game No. 19. "Fife."

Between H. Z. WRIGHT and MELVIN BROWN.

11 15	8 11	10 14	15 19	23 26	26 23
23 19	27 23	29 25	11 8	15 10	15 10
9 14	4 8	15 19	27 31	6 15	12 16
22 17	32 27	31 26	8 4	11 18	14 9
5 9	15 19	7 10	14 18	29 25	23 18
17 13	23 16	27 23	22 15	28 24	9 6
14 18	11 20	20 24	31 29	26 31	2 9
19 16	24 19	16 11	12 8	18 14	13 6
12 19	8 11	24 27	3 12	25 22	22 17
26 23	25 22	23 16	4 8	24 19	Brown
19 26	11 15	10 15	19 23	31 26	resigned.
30 5	19 16	16 12	8 11	19 15	

Game No. 20. "Second Double Corner."

Played at Chicago 1891 by H. L. HOPKINS and J. T. DENVIR (HOPKINS' move.)

11 15	27 24	6 13	15 8	16 23	18 14
24 19	11 16	29 25	4 11	27 18	15 18
15 24	22 17	3 7	23 19	20 27	11 8
28 19	16 20	18 14	17 21	32 23	18 27
9 14	31 27	10 17	25 22	12 16	8 3
22 18	9 13	21 14	1 6-*a*	15 11	7 10
5 9	18 9	13 17	22 18	6 10	Drawn.
26 22	13 22	19 15	11 16	14 9	
7 11	25 18	8 11	18 15	10 15	

a—1 6 is given as a variation in Denvir & Bradt's Second Double Corner book, by Harvey L. Hopkins.

Game No. 21, "Cross."

At Chicago 1891 by H. L. HOPKINS and R. A. GURLEY of Denver, Colo (HOPKINS' move.)

11 15	7 14	1 6	7 14	19 23	26 23
23 18	24 20	31 27	22 15	29 25	5 1
8 11	14 18	5 9	12 19	23 26	23 18
27 23	22 15	30 26	25 22	25 21	1 5
4 8	11 18	2 7	8 11	9 13	12 16
23 19	21 17	20 16	15 8	18 14	5 9
10 14	9 14	6 10	3 12	26 31	16 19
19 10	17 10	26 22	22 18	14 9	32 27
14 23	6 24	10 15	14 23	31 26	19 23
26 19	28 19	19 10	27 18	9 5	9 14
					Drawn.



LYMAN M. STEARNS. Born in the historic town of Goffstown, N. H., March 4, 1858. Passing over his boyhood life, at the age of 22 years we find him at Derry Depot, where he has since resided. In 1886 he inaugurated the now famous checker column in the Derry News, and for eight years it has appeared regularly each week, and is pronounced one of the best. He has been a constant worker on problems, having contributed over fifteen hundred to the literature of the game. One hundred of the cream of his work can be found in his Selected Situations. His Granite State Checker Series has met the approval of all grades of players and had a good sale. Having the largest collection of checker player's photos in the world he conceived the original idea of this Book of Portraits. In 1892 he was elected first selectmen of Derry by a large majority, but in 1893 he declined to run for second term, owing to his desire to put more time to this book and others to follow. He has met and played with a great many of America's first-rate players, with a fair showing. The latest problem by the author of this book is entered in the Liverpool, England, Mercury tournament, and the outcome of the awards is awaited with interest, as Mr. Stearns has won a great many prizes, and among them a gold medal. His next work (after a few months of rest) will be entitled "An Easy Road to Checkers or the Learner's Best Guide." It is the outcome of years of study to learn the young player rapidly. The work will be copyrighted.



FRED K. PEACOCK. The subject of this sketch is a native of Concord, N. H., where he first saw the light Nov. 14, 1856, and has made his home there ever since. He is a first-class checker player and has won games from New England's best players, and were it not for close attention to his duties as clerk in the largest grocery store in the city, where it takes nearly all of his time during working hours, he would make the best of them play careful to win a game. Mr. Peacock was the only one in Concord to win a game from H. Z. Wright, the New England champion, in simultaneous play. Wright at the time playing some twelve or fifteen players. However it is to Mr. Peacock's credit, as Wright is a very rapid player and can play twelve as well as one at a time, as he is the best book player and knows at sight more book play than any other. It has been the writer's good luck to meet Mr. Peacock several times across the board in friendly contest and each time he has carried off the honors. He is one of Concord's best citizens.



DAVID E. CLARKE. Born in Windham, Vt., October 19, 1827. His father was a physician and removed to Townshend, Vt., where he died a few years later. The subject of our sketch was then but four years of age. He was then taken to live with his grandfather at Saxton's River. In 1846 he came to Concord, N. H., and entered the dry goods business, which he continued as clerk and principal until 1890. For a pastime and amusement his favorite game has been checkers, and has played the game more or less for the past 40 years, and he received much benefit and instruction in the game by playing with Mr. Julius Cone (druggist), a noted and skillful Concord player, for many years. The writer visited Mr. Clark several times in the past few years, and besides being the strongest player in the state outside of the champion is considered a very original player and is apt to set the best of them to thinking by taking a new line of play. In a sitting with Mr. C. F. Barker, the Boston expert, he drew 2 and lost 1, which gives one a fair estimate of his strength as a player. Mr. Clarke is a very entertaining and cultured gentleman and all are assured of a most hearty welcome if they call at his pleasant residence in the capital city.

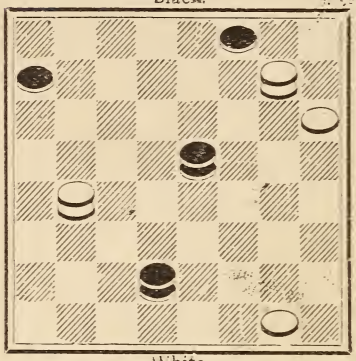


JAMES HENRY ROBINSON. Born at Atlanta, Ga., November 4, 1853, and has claimed that beautiful city as his home from birth. He is a direct descendant of George Robinson, one of the Mayflower band, while on his grandmother's side he is eleventh in descent from William Bradford, Governor of Plymouth Colony. He is a man of sterling worth, and has held many positions of responsibility acceptably to all concerned. As a checker player and problemist the city of Atlanta can well feel proud of having one of the best. In 1885 some of Mr. Robinson's brilliant conceptions appeared in the Cleveland Sunday Sun. Later in 1887 the Checkerist, published at Tavares, Florida, contains many of his masterpieces in problem composition, six of which will be found on another page. One is a prize winner, a perfect gem, and if he had not but this one it would be fame and glory enough. The writer became acquainted with Mr. Robinson during the Cleveland Sunday Sun's days and ever since a warm friendship has existed that time can never diminish. A number of Mr. Robinson's games and problems have appeared in the Derry News in days gone by, of which he is a regular reader. Ill-health has kept him from active work for our silent game of late years, but his heart is with the work, and his health is improving so we may expect to hear from friend Rob soon



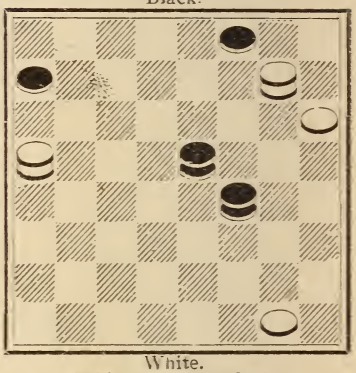
AMOS M. ENSIGN, checker editor of the New York Tribune, was born in Walton, N. Y., in 1841. Was a farmer boy until he was able, largely by home study, to enter Cornell University. In 1872 he became one of the editors of the college paper, the Cornell Era, and did some correspondence for New York newspapers while in college, and in 1876 joined the Tribune staff and has been steadily employed by the Tribune since. At present his home is in Mt. Vernon, N. Y., and he travels to and from the city each day. Mr. Ensign started the checker column in the Tribune on Feb. 5, 1890, by special request of the managing editor, as many readers of the weekly edition had expressed a desire for such a column and the success of the column was assured at the start. The column is one of the best, neat diagrams, clear print, and last but not least an able editor, who has a faculty of getting new material for his readers each week, making his excellent department of never-flagging interest. The Tribune has the right man in the right place. As a player Mr. Ensign does not claim a high distinction, but the neatness and depth of his problems, some of which appear in this work are not composed of a "tyro," and should the writer ever have occasion to play the genial checker editor of the Tribune we should keep a sharp lookout ahead for breakers.

No. 45 (J. H. Robinson).
Black.



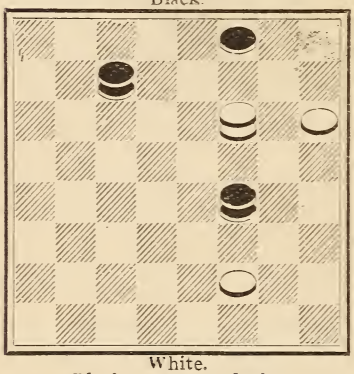
White.
Black to move and win.

No. 46 (J. H. Robinson).
Black.



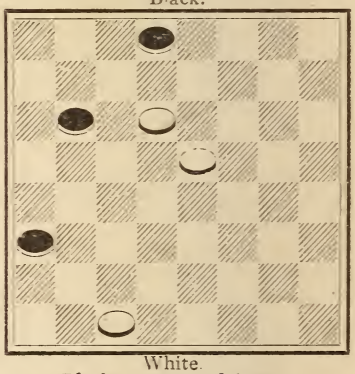
White.
White to move and win.

No. 47 (J. H. Robinson).
Black.



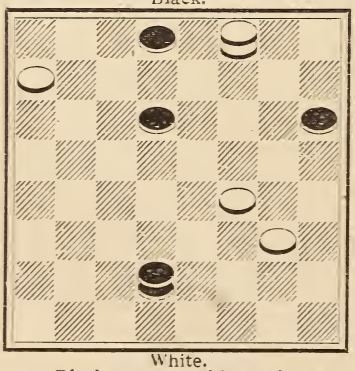
White.
Black to move and win.

No. 48 (J. H. Robinson).
Black.



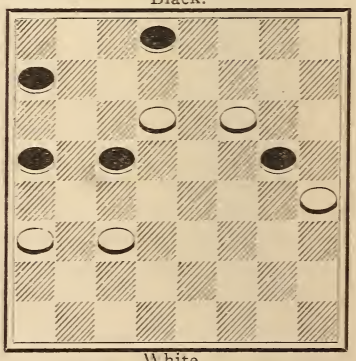
White.
Black to move and draw.

No. 49 (J. H. Robinson).
Black.



White.
Black to move; white to draw.

No. 50 (J. H. Robinson.)
Black.



White.
White to move and draw.

Solutions to Problems.

No. 45. (J. H. Robinson.)

26 23-*a*	17 22	2 6	31 27	26 31	20 16
17 13	5 9	28 24	6 2	11 16	2 7
23 18-*b*	32 28	6 10	27 32	19 15	24 20
13 17	23 19	24 20	14 18	16 19	7 10
15 10	22 18	16 19	32 27	15 24	16 11
17 13	7 2	8 11	18 22	28 19	10 15
10 7	18 22	10 6	27 32	31 27	11 8
13 17	19 16	26 23	22 26	19 24	15 11
18 23	22 26	9 14	32 28	27 32	8 4
					B. wins.

a—5 9 only draws. *b*—23 19 draws.

No. 46. (J. H. Robinson.)

32 27	27 23	23 18	4 8	22 17	14 5
19 16	11 16	16 11	7 2	19 15	2 6
4 8	13 17	17 22	8 11	17 14	18 15
16 11	15 19	11 7	5 9	15 8	Drawn

No. 47. (J. H. Robinson.)

6 9	16 20	15 11	23 18	16 19	18 15
11 16	9 14	20 24	11 16	27 32	3 7
19 15	27 23	14 17	24 27	19 23	B. wins.

No. 48. (J. H. Robinson.)

9 14	18 22-*a*	22 25	29 25	22 18	9 14
15 11	7 3	11 8	3 8	7 2	6 9
14 18	2 6-*b*	25 29	25 22	6 9	18 15
10 7	3 7	8 3	8 11	2 6	Drawn.

a—18 23 loses. *b*—22 25 loses.

No. 49. (J. H. Robinson.)

26 31	8 11	9 14	11 15	16 20	23 27
5 9	23 26	11 15	25 30	11 15	24 28
31 27	15 18	14 17	15 10	26 30	27 32
1 6	26 31	15 18	31 26	27 32	22 26
27 20	18 23	17 21	23 27	30 26	15 11
6 15	2 6	18 22	26 22	32 27	26 23
20 16	23 18	12 16	10 15	26 31	11 16
3 8	6 9	22 18	30 26	27 23	31 27
16 23	18 23	21 25	15 11	20 24	Drawn.

No. 50. (J. H. Robinson.)

11 8	8 3	10 7	3 7	22 17	7 10
16 19	19 24	2 11	11 15	13 22	Drawn.

Game No. 22, "Switcher."

Played at Concord, 1894, between DAVID E. CLARKE and CHARLES F. BARKER of Boston. CLARKE's move.

11 15	1 5	2 6	10 15	5 9	28 32
21 17	17 14	28 24	3 7	7 2	27 24
9 13	10 17	6 10	22 25	29 25	25 29
25 21	21 14	24 20	7 10	2 6	24 19
8 11	3 7	10 17	15 18	9 13	30 25
24 19	29 25	18 14	10 15	19 23	19 15
15 24	4 8	9 18	18 22	12 16	25 22
28 19	32 28	28 2	15 19	6 10	18 25
5 9	6 10	7 10	25 30	16 20	29 22
23 18	25 21	25 21	20 16	10 15	15 10
11 15	10 17	17 22	22 25	20 24	13 17
18 11	21 14	26 17	16 11	15 11	21 14
7 23	8 11	13 22	25 29	24 28	22 18
27 18	30 25	8 3	11 7	31 27	Drawn.

Game No. 23. "Bristol."

Between D. E. CLARKE and FRED K. PEACOCK at Concord, N. H.

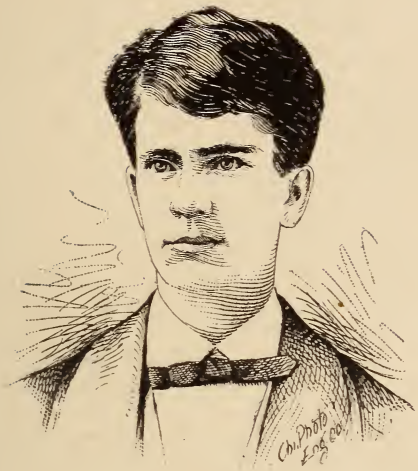
11 15	23 16	7 11	20 11	27 31	13 6
24 20	8 12	16 7	18 22	24 19	22 13
15 19	22 17	3 10	25 18	31 26	7 14
23 16	12 19	30 26	15 31	19 16	13 9
12 19	29 25	2 7	11 7	26 23	14 18
22 18	11 15	22 17	31 26	16 12	9 2
9 14	20 16	7 11	7 3	23 19	21 17
18 9	15 18	27 23	26 22	12 8	5 9
5 14	17 13	18 27	3 8	19 23	17 13
25 22	10 15	31 24	19 23	8 3	2 6
8 11	32 27	11 16	8 11	23 26	11 16
27 23	1 5	24 20	23 27	3 7	6 1
4 8	26 22	14 18	28 24	6 9	Drawn.

Game No. 24, "New Bristol."

Played between JOSEPH A. FOWLER and a Providence expert. Expert's move.

11 16	18 15	8 12	22 17	2 7-*a*	27 2
23 18	7 10	27 24	9 14	26 23	10 19
16 19	21 17	16 20	25 21	19 26	3 8
24 15	12 16	31 27	4 8	24 19	Fowler won.
10 19	17 13	12 16	30 25	16 23	

a—Forms a beautiful stroke end game.



JOHN P. McNEILL. The subject of this sketch it will be remembered by many of our players, was an active worker in the cause of checkers during the years of 1881 to 1884, contributing games and *problems to the Boston Globe and Yankee Blade, also playing many games by correspondence. The writer and author of this book was two years playing a match of 24 games with him, and during that time we learned our first lessons in correspondence play. There was a strong friendship formed between us and photographs were exchanged For nearly ten years nothing was heard of Mr. McNeill, and having a desire to have his biography for this book, along with games and problems, we wrote to the postmaster of Mobile, Alabama, only to receive the sad news of friend John's death, which occurred Oct. 11, 1886, after a long illness. In his death dameh lost one of her most enthusiastic devotees. John was a noble fellow, well liked by all who knew him. His grief-stricken mother soon followed him, and both sleep peacefully in Magnolia cemetery at Mobile, Ala.

*See problem No. 56 and note the neat and brilliant solution to same. It deserves a place among the best compositions.



PERCY M. BRADT. Born at Omro, Wis., in the year 1866, and it was while attending the public schools of his native town, at the age of 11 years, that he gave promise of attaining a first place in the ranks of American checker players. In his youth he defeated easily all those who knew the game in his boyhood home. Then it was that he sighed for foemen more worthy of his steel. He continued to beat all comers until in a short time he was the acknowledged champion of the state of Wisconsin, a title which belongs to him at the present time. For several years he has sustained a world wide reputation as a player and analyst. He has contributed to all the leading checker papers and magazines of America and Great Britain. All editors eagerly seek to obtain his excellent problems any games. In 1887 he played the "Stonewall of America," C. F. Barker of Boston. Bradt won 4, C. F. Barker 5, drawn 4, a wonderful score by the youthful prodigy. His "Second Double Corner Book" is the result of two years hard study to perfect it, producing the best work on this opening in existence. For a sample of his work on the "Second Double Corner" see his analysis of that opening in this book. Note well the position and the beautiful play to produce the W. wins. The author had the pleasure of meeting both Percy and his father at Milwaukee in 1891, and the pleasant recollection of that meeting are ever fresh in our memory. To meet them is to love them.

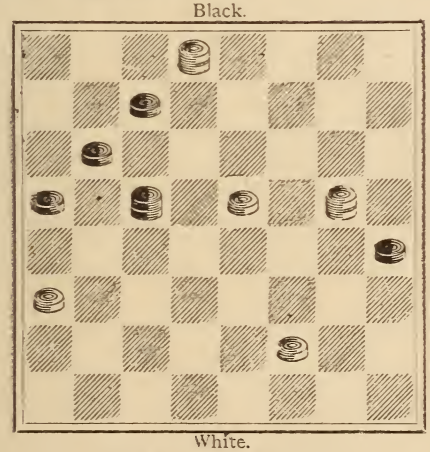
Game No. 25, "Second Double Corner."

By PERCY M. BRADT, Omro, Wis.

11 15	21 14	16 20	14 7	22 26	22 18
24 19	16 23	30 26	3 10	2 8	25 30
15 24	27 18	1 6	11 8	2 6	16 11
28 19	12 16	24 19	10 14	29 25	30 26
8 11	26 23	9 13	18 15	5 9	11 7
22 18	4 8	25 21	14 18	25 22	26 23
11 16	31 27	6 9	23 14	26 30-*a*	12 16
18 14	8 11	19 15	9 18	8 12	23 14
9 18	27 24	11 16	26 23	16 19	7 2
23 14	6 9	15 11	18 22	23 16	
10 17	32 27	7 10	8 3	30 25	

and forms the following problem:

Black.



White.

Black to move; white wins.

13 17	8 3	19 16	21 14	11 18	14 17
16 19	14 10	11 7	22 18	9 5	22 25
17 22	23 26	10 14	31 27	18 9	17 21
19 23	10 15	2 6	18 22	5 14	25 22
22 25–1	3 7	9 13	7 10	26 22	19 23
15 11	15 19	27 23	22 26	10 15	W. wins.
25 30	7 11	25 22	23 18	22 26	
11 8	6 10–3	6 9	16 11–4	15 19	
30 25–2	26 31	14 17	18 15	26 22	

a—Loses; 9 14 draws, as shown in variation 375, part 1 of Denvir & Bradt's S. D. C. book.

VAR. 1.

14 10	11 7	6 10	3 7	15 18–6	9 13
15 11	22 25	2 6	10 14	7 10	18 22
10 15–5	7 3	9 13	6 9	13 17	10 15
					W. wins.

VAR. 2.

14 10	10 15	19 24–*b*	20 24–8	25 30	32 27
8 3	3 7	27 23	15 18	22 17	23 18
30 25	15 19	24 28–7	28 32–9	24 28–10	6 10
23 26	7 11	11 15	26 22	18 22	2 7
					W. wins.

VAR. 3.

19 16–*b*	15 19	25 30	21 17	15 10	2 7
11 15	12 8	26 22	11 15	22 17	W. wins.
16 12	19 23	8 11	17 13	10 15	

VAR. 4.

26 23	13 17	16 12	22 26	16 7	31 26
27 32	6 2	2 7	15 10	10 3	14 10
16 11	11 16	17 22	12 16	26 31	23 14
9 6	10 15	7 11	32 28	3 7	7 3
					W. wins.

VAR. 5.

10 7	23 26	16 19	22 17	10 14	16 12
11 8	11 16	7 11	24 28	2 6	20 24
7 11	26 22	19 24	23 19	28 24	6 10
8 3	25 30	27 23	9 13	19 16	W. wins.
22 25	3 7	6 10-*c*	17 22	24 19	

VAR. 6.

14 17	26 30	29 25	22 26	13 17	30 26
21 14	25 29	14 18	17 21	26 31	22 25
15 10	7 10	25 29	9 14	17 22	26 30
23 26	17 21	18 22	29 25	18 15	W. wins.
10 17	10 14	21 17	14 18	25 29	

VAR. 7.

25 30	18 15	30 26	2 7	19 10	11 7
26 22	31 27–13	22 25	23 19	17 14	W. wins.
24 27–11	21 17	31 27	7 10	10 17	
23 18	27 31	25 21	9 14	21 14	
27 31–12	17 13	26 23	10 17	20 24	

VAR. 8.

28 24	9 14	9 13–14	27 23	27 24	20 24
2 7-*d*	15 11	2 6	11 16	10 17	16 19
25 30	6 9	24 27	23 27	24 15	W. wins.
26 22	7 2	23 19	6 10	17 14	

VAR. 9.

25 30	2 7	31 27	18 15	23 27	16 12
26 22	27 31–15	22 17	27 23	17 13	30 26
24 27	23 19	28 32	19 16	27 24	7 10
					W. wins.

VAR. 10.

30 25	25 30	32 27	24 28	28 32	
17 13	18 22	23 18	22 17	17 14	W. wins.

VAR. 11.

24 28-*c*	21 17	20 24	23 18	28 32	17 14
					W. wins.

VAR. 12.

6 10	6 15	23 14	7 10	5 1	21 17
2 6	27 23	15 19	9 5	14 18	6 10
9 13	11 7	14 9	10 14	1 6	18 15
					W. wins.

VAR. 13.

20 24	31 27	27 23	23 18	
11 7	7 10	10 1	1 6	W. wins.

VAR. 14.

24 27	27 23	23 27	9 13	27 24	24 15
23 19	11 16	2 7	7 10	10 17	17 14
					W. wins.

VAR. 15.

9 13	24 28	31 27	24 19	30 23	26 17
23 19	7 10	23 18	18 15	6 1	14 18
27 31	6 9	32 28	19 23	27 31	W. wins.
19 15	15 11	7 2	22 26	1 5	
28 24	28 32	28 24	23 18	23 26	
18 23	11 7	2 6	15 22	5 14	

b—19 16 is a variation of 19 24. See variations 2 and 3.

c—6 10 is a variation of 24 28. See variations 5 and 11.

c—If 15 18 then 9 14, 2 9, 24 19, drawn.—P. M. Bradt.

Game No. 26. "Double Corner."

Played March 9, 1893, at the Chicago Checker Club between L. B. STARKWEATHER and ANDROS GULDE.

9 14	28 24	11 15	26 22	6 15	23 16
22 18	16 20	18 11	4 8	22 17	12 19
5 9	25 22	7 16	19 15	13 22	27 24
24 19	8 11	22 17	10 28	25 4	Gulde won.
11 16	30 25	9 13	17 10	16 19	

Game No. 27. "Souter."

By GEORGE W. DURKEE, Derry Depot, N. H.

11 15	9 13	3 8	8 11	14 17	10 14
23 19	24 20	29 25	22 18	21 14	19 10
9 14	15 24	11 16	1 5	10 17	12 16
22 17	28 19	20 11	18 9	23 19	15 8
6 9	13 22	8 24	5 14	6 9	16 19
26 23	25 9	27 20	25 22	32 27-*b*	23 16
8 11	5 14	4 8	2 6	7 10	14 32
30 26	26 22	31 26	22 18-*a*	26 23	Drawn.

(*a*)

32 28	22 17	26 22	23 16	
10 15	6 10	15 19	12 19	B. wins.

(*b*)

19 15	11 15	32 23	17 22	6 2	31 27
9 14	26 23	7 11	9 6	26 31	7 16
18 9	18 27	23 19	22 26	2 7	Drawn.

Game No. 28, "Cross"

Played at Denver, Colo., by J. E. MUNGER and H. D. WARD.

11 15	24 19	10 14	7 3	9 14	14 7
23 18	7 16	32 27	32 27	20 16	2 18
8 11	22 18	3 8	31 24	12 19	22 15
27 23	4 8	19 15	20 27	3 12	32 29
11 16	25 22	16 19	28 24	14 17	Drawn
18 11	8 11	23 7	27 31	21 14	by fourth
16 20	29 25	14 32	24 20	6 10	position.

Game No. 29. "Bristol Cross."

G. H. SLOCUM and L. S. HEAD with blacks against several experts at Chicago Club.

11 16	7 10	5 9	12 16	16 20	2 11
23 18	17 13	29 25	22 18	23 16	15 8
10 14	14 18	18 23	10 14-*b*	20 27	6 31
18 15	21 17-*a*	27 18	17 10	31 24	13 6
16 19	9 14	14 23	23 27	8 11	1 10
22 17	25 21	25 22	32 23	16 7-*c*	B. wins.

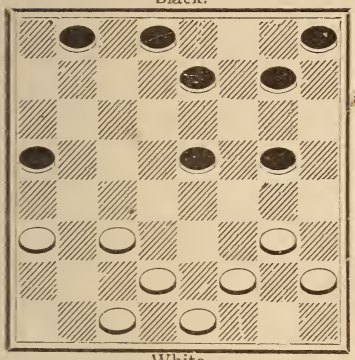
a—26 22 is better.

b—The beginning of a beautiful stroke.

c—If 15 8, then fourteen pieces are removed.

No. 51 (A. M. Ensign).

Black.

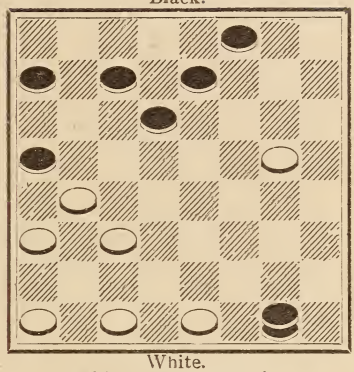


White.

White to move and win.

No. 52 (A. M. Ensign).

Black.

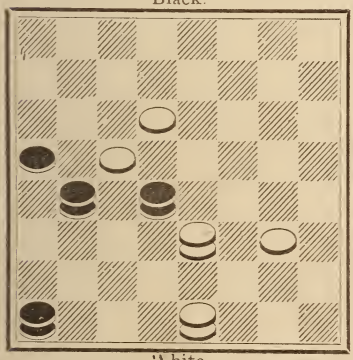


White.

White to move and win.

No. 53 (A. M. Ensign).

Black.

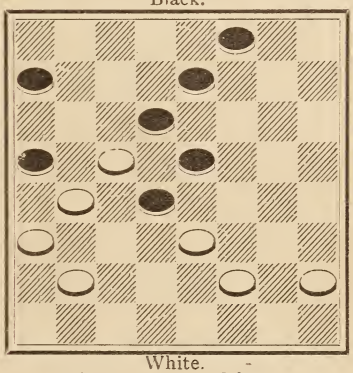


White.

White to move and win.

No. 54 (H. Shaw and Mr. Murphy).

Black.

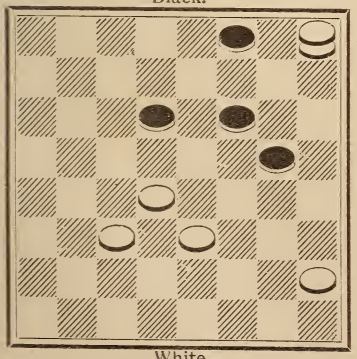


White.

White to move and draw.

No. 55 (P. M. Bradt).

Black.

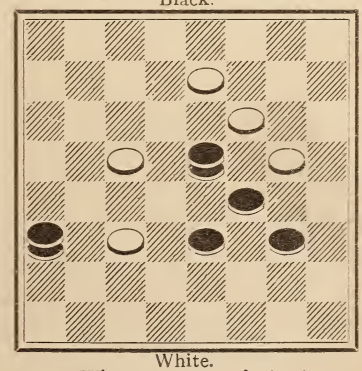


White.

Black to move and draw.

No. 56 (J. P. McNeill).

Black.



White.

White to move and win.

Solutions to Problems.

No. 51. (A. M. Ensign.)

22 18	13 22	24 20	8 15	30 26	10 15
15 22	31 26	31 24	28 3	6 10	26 23
26 17	22 31	20 11	1 6	21 17	2 6
					W. wins.

No. 52. (A. M. Ensign.)

31 27	32 23	22 18	23 14	30 25	13 22
					W. wins.

No. 53. (A. M. Ensign.)

23 26	9 5-*a*	15 11	5 9	6 2	9 5
18 9	24 19	5 9	2 7	9 5	10 14
26 22	5 9	11 7	9 5	2 6	5 1
17 26	19 15	9 5-*c*	10 6	5 9	7 10
31 22	9 5-*b*	7 2	5 9	6 10	W. wins.

a—9 14, 24 19, 14 7, 19 15, W. wins.
b—9 14, 22 26, 14 7, 26 22, W. wins.
c—9 14, 7 3, W. wins.

No. 54. (Shaw and Murphy.)

25 22	27 24	23 18	18 2	21 14
18 25	13 22	10 17	22 26	Drawn.

No. 55. (P. M. Bradt.)

10 15	23 19	27 31	18 14	22 17	9 5
28 24	20 27	22 17	26 22	13 9	17 13
16 20	19 10	31 26	17 13	11 16	5 1
					Drawn.

No. 56. (J. P. McNeill.)

22 17	16 11	14 10	7 2	2 20
15 8	8 15	21 14	15 6	W. wins.

Game No. 30, "Dyke."

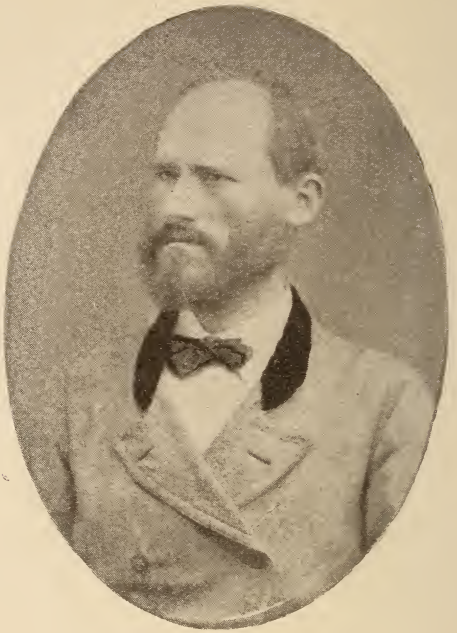
By Andros Gulde, Chelsea, Mich.

11 15	12 19	10 19	8 12	14 18	6 9
22 17	26 22	22 18	18 15	21 17	13 6
15 19	8 12	4 8	3 8	18 25	1 19
24 15	27 24	30 26	17 13	29 22	B. wins.
10 19	7 10	12 16	9 14	19 23 *a*	
23 16	24 15	32 27	25 22	27 18	

a—Martins won from Coltherd by 2 7. See 22nd game, page 51, "Gould's Matches."—A. Gulde.



LUCIUS S. HEAD. Born Nov. 23, 1865. at Albany, N. Y. He began playing Checkers in 1883 while attending high school, and started in playing from books the same year. aided by A. O. Robinson, a noted player. In 1886 Mr. Head removed to Minneapolis, Minn., and gave up the game for a year; but he again returned to his favorite game with a determination, and today he has a very fine library containing all the latest works on the game, and some published years before he commenced to play. In 1889 he met and defeated Dr. W. E. Truax, of Breckinridge, Minn. In a match for the state championship and a purse of $100, score, Head 7, Truax 3, Drawn 7. Truax had held the title for 18 years unmolested. In about one year after winning the title, Mr. Head resigned it. as he considered state championship of no importance, only challenging for the same through the persistence of his friends. He is now a resident of Chicago and a member of the club where has the enjoyment of playing some of the best cheeker talent in the world. As a problemist and player, Mr. Head holds an enviable reputation, and his contributions to cheeker literature finds many admirers.



WILLIAM FORSYTH, champion of Canada, was born May 28th 1838, in the town of Maybole, Ayshire, Scotland, just six miles from the birthplace of Scotia's bard, the immortal Robbie Burns. The champion played his first game in 1850. In 1852 a friend loaned him Anderson-s first edition, and two years later another friend gave him Anderson's second edition. These were eye openers, as books few and far between in those days. He attained his great insight into the game before leaving Scotland. Arriving in Nova Scotia in 1865 he for a few years turned his attention to gold mining. In 1869 he settled in Halifax and entered the grocery business, in which he still continues, having had a fair amount of success. In draughts he has been defeated by Wylie, Martin and McKerrow of the Old World, and Banks, Bowen and Busby of the New. His success in a match for $400 and the championship of the maritime Provinces with Mr. Gaskin, and later his triumph in defeating Mr. Ed Kelly in 1893 for the Canadian championship and a handsome gold watch. In the county matches Mr. Forsyth lost one match and won one match with the famous W. Reid of Manchline, before leaving Scotland. He has a standing offer out to play any Canadian for the blindfold championship and $200 a side which no one dare accept.



WILLIAM FLEMING, ex-champion of the Dominion of Canada, was born in Icanboro, Ont., Canada, January 21, 1841, and played in local matches at the early age of twelve years. In 1868 he defeated the late E. R. Jacques, Canada's greatest and most enthusiastic player, in a match for the championship of Canada, and has played almost every checker player of note in Canada and defeated every one of them. In Sept., 1887, 30 games with Ed Kelly resigned without a game to his credit. Second match, Fleming 6, Kelly 1, Drawn 14, and Kelley resigned. In 1890 Mr. Fleming resigned the title, not wishing to be annoyed by bogus challenges, thus retiring with the grand record of not losing a set match from 1868 to 1890, a period of twenty-two years. The very ingenious stroke problem No. 59 by him in this work was published in the "Turf" in 1868, and goes on record as one of the grandest conceptions in existence. He has for a number of years been located at Markham, Ont., where he is carrying on a very successful sewing machine and piano business, and is recognized as one of her best citizens.



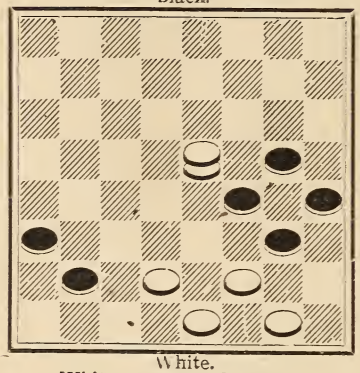
DANIEL A. SHANAHAN, Turner's Falls, Mass. The genial subject of this sketch was born in Ireland, June 1, 1849, and came to America in 1867, locating at Greenfield, Mass. He has long been an ardent lover of the game of checkers as played by the "boys," but he knew nothing of books or papers on the game until the year 1887, when he became a reader of the Boston Globe checker column for one year, and of The Derry News since then. Mr. Shanahan came in for a part share of first prize to the problem in this book by L. M. Stearns, with a solution which ranked as number three. A pretty good showing in a competition of over three hundred solutions by as many different players, including America's best. Mr. Shanahan has not only solved the problem alluded to, but hundreds of others, with good success. Note the practical end game problem by Mr. Shanahan. It will occur in a game quite often. It is good.



WILLIAM SEWARD FELLOWS. Born at Dalton, Berkshire county, Mass., March 2, 1858. At the age of 6 his parents removed to Adams, Mass., where he attended the public schools of that place until 14 years of age. In 1872 he came to Turner's Falls, Mass., and went to work as an apprentice in the Keith Paper Mill. Being fond of all kinds of athletic sports he soon joined one of the local base ball clubs and took a prominent part in playing for the county championship, Orange, Greenfield and Turner's Falls having the strongest teams. Always liking the game of checkers, but having no one to play with, he started to play by correspondence in the fall of 1888 and since that time has played a good many matches with players in the United States and Canada with varying success. He was a contestant in the Derry News Correspondence Tourney No. 2. In the past two years he has played quite frequently for the Turner's Falls championship and silver medal, and won it twice. He was married October 10 1882, and has three children, all boys, who will probably blossom out some day as a Barker or a Wylie in embryo and astonish the checker world.

No. 57 (L. S. Head).

Black.

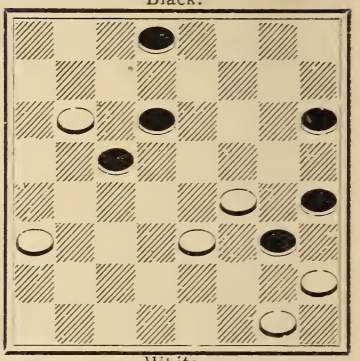


White.

White to move and win.

No. 58 (L. S. Head.)

Black.

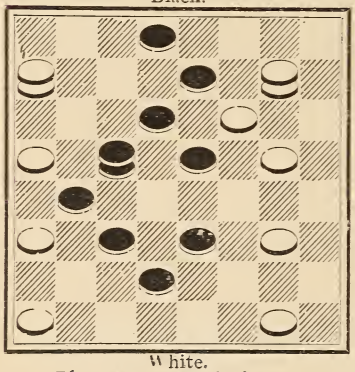


White.

Black to move; white to draw.

No. 59 (W. Fleming).

Black.

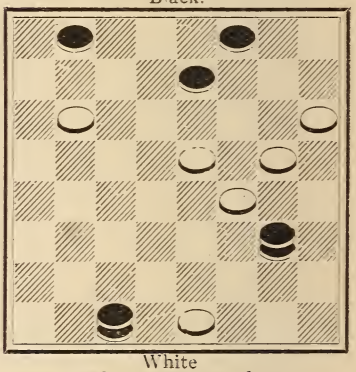


White.

Black to move and win

No. 60 (L. S. Head).

Black.

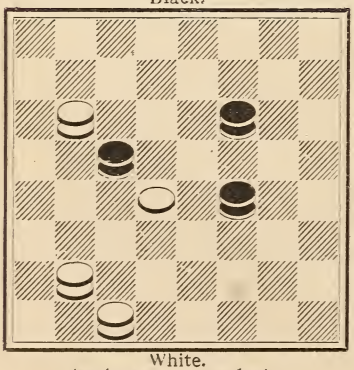


White

White to move and win.

No. 61 (L. M. Stearns).

Black.

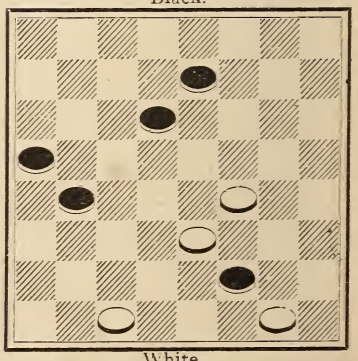


White.

White to move and win.

No. 62 (L. M. Stearns.)

Black.



White.

White to move and draw.

Solutions to Problems.

No. 57. (L. S. Head.)

*32 28	15 18	22 17	28 12	22 18	18 15
25 30	25 29	25 30	20 24	29 25	30 25
27 23	18 22	26 22	*17 13	31 22	22 18
30 25	21 25	19 26	24 28	25 21	25 22
					W. won.

Mr. Head won the above from A. Webster, 1893.

No. 58. (L. S. Head.)

24 27	9 5	31 27–1	5 9	18 15	24 20
31 24	27 31	1 5	2 7	*28 24	15 24
20 27	5 1	27 18	9 6	7 11	6 8
					Drawn.

VAR. 1.

21 25	5 9	18 27	18 15	10 14	
1 5	22 18	9 18	2 6	15 10	
26 22	21 17	27 24	17 13	Drawn.	

White, L. S. Head: black, C. Hefter; from a Whilter game played in 1893.

No. 59. (W. Fleming.)

2 6	13 6	14 9	21 14	15 18	31 22
11 2	23 27	5 7	22 25	22 15	28 1
6 9	32 23	28 32	29 22	32 28	B. wins.

No. 60. (L. S. Head.)

31 26	12 8	9 6	15 6	6 2	2 27
30 23	3 12	1 10	24 15	12 19	W. wins.

No. 61. (L. M. Stearns.)

18 15	25 22	9 18	18 23	30 23	23 18
11 18	18 25	25 21	19 26	21 17	W. wins.

No. 62. (L. M. Stearns.)

23 18	7 11	23 18	21 25	14 10	31 27
17 22–1	18 14	17 21	30 21	26 31	7 3
32 23	10 17	18 14	22 26	10 7	Drawn.

VAR. 1.

27 31	18 15	10 14	15 10	7 11	10 7
					Drawn.

Game No. 31, "Kelso."

Played at Boston in 1879 by W. Forsyth and J. H. Irwin for a purse of $10.

10 15	8 12	13 17	14 23	21 27	19 23
21 17	16 11	27 23	11 15	15 10	21 17
7 10	7 16	1 6	10 14	27 23	23 18
17 13	20 11	7 3	15 10	10 7	22 15
3 7	14 18	6 10	9 13	23 19	29 13
24 20	31 27	3 7	10 6	7 2	15 11
15 19	9 14	4 8	17 22	20 24	13 9
23 16	26 22	11 4	6 10	2 7	11 16
12 19	12 16	2 11	14 18	24 27	9 14
22 18	22 15	4 8	10 15	7 10	16 19
10 14	16 20	11 15	23 27	27 31	14 10
18 15	13 9	8 11	29 25	10 14	19 16
11 18	6 13	15 18	22 29	31 27	10 7
27 23	15 10	23 19	15 22	30 25	16 20
18 27	5 9	18 22	27 31	13 17	7 11
32 16	10 7	25 18	19 15	14 21-*a*	B. wins.

a—Played hurriedly. 22 13 draws. The game is chiefly interesting from the fact that the very neat win missed by Irwin remained undiscovered for ten years, from its appearance in the Boston Globe in 1879 until it reappeared in the Halifax Critic.—W. Forsyth.

Game No. 32, "Whilter."

Played between Charles Hefter and L. S. Head.

11 15	6 15	16 23	4 11	19 23	26 10
23 19	21 14	27 18	28 24	27 24	8 3
7 11	9 18	15 19	12 16	23 26	7 11
22 17	23 14	*22 17	25 21	24 19	3 8
11 16	3 7	9 13	6 10	26 30	11 16
26 23	25 22	32 27	24 20	19 15	20 11
8 11	1 6-1	13 22	10 17	22 25	5 9
17 14	30 25-*a*	27 24	21 14	29 22	Drawn.
10 17	6 9	2 6	16 19	30 26	
19 10	24 19	24 8	31 27	15 8	

VAR. 1.

In 1891 a Minneapolis player tried 4 8 and lost to Mr. Head rather neatly as follows:

4 8	30 25	5 14	22 18	1 5	32 27
24 20	16 19	20 16	14 23	2 9	Head beat
2 6	14 9	11 20	27 2	5 14	Faulkner.



SAMUEL SEEDS was born about 55 years ago in Belfast, county Antrim, Ireland. He came to the United States when 20 years of age and settled in Pittsburg, Pa., where he commenced the tailoring business. From the first day of his entry in Pittsburg Mr. Seeds' house has been the recognized checker headquarters of the city. All the prominent checkerists who have visited Pittsburg in years gone by, have played at Mr. Seeds'. The gentleman is a strong natural checker player; his end game play being especially artistic. Mr. Seeds was the last man who stood in the way of the progress of James P. Reed when the latter was pushing his way to the front. Mr. Seeds does not play much checkers now, but he will always entertain a stranger until "some of the boys come in," as he puts it.



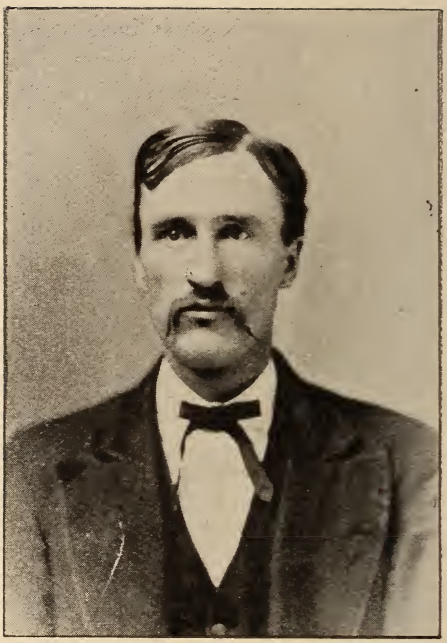
M. F. CLOUSER.

Checker editor of the New York World.

[From a photo taken February, 1894.]

M. F. CLOUSER.

THE subject of our sketch was born in the fifties at New Bloomfield, Perry county, Pa., 26 miles northwest of Harrisburg. The checker board had a place in the scenes of early recollections, but he did not know that there was books on the game until 1873, when he secured an American Draught Player. In December of 1880 the editor of the Weekly World requested him to take charge of a checker department in that paper, and it immediately became a popular feature. thanks to the responsive interest of the players of the country. His correspondence is very large and has the honor of having the oldest checker column in America. also one of the largest libraries devoted to the game. In 1883 he purchased all of the grand collection of the late R. E. Bowen's checker literature, a very valuable addition to his already magnificent library. Mr. Clouser made the acquaintance of Mr. Bowen for the first time a year previous, while in Boston, where he had gone to see to Mr. Wylie's interests in his last match with C. F. Barker. Of late years he has not had much practice across the board, being much pressed by business, but it is his delight to analyze a good game or problem as keenly as ever. As president of the New York Checker Club he has seen it grow from a handful to a large membership. After building his pretty residence on Jersey City Heights, 216 Virginia ave., he played Messrs. Blewitt, Gallagher and Day successively for the city championship and won the honors. After purchasing the library of the late Mr. Bowen and as the Bristol and Fife book was out of print he republished the same, and they are now known as the Clouser-Bowen works. This was in the writer's opinion the greatest and grandest achievement of his checker work, as thousands of these valuable works have found a place in the checker player's library, that had it not been done by Mr. Clouser it would never have been done. and he has the gratitude of every owner of these works. Mr. Clouser is always pleased to have checker players visit him, and those who have done so report him a royal entertainer. Go and see him.



W. H. McLOUGHLIN, the well-known author and champion draught player of his state, first saw the light on the 26th of October, 1851, in the town of Scarboro, Maine, being born on an estate that has been in possession of the family for more than 150 years. Like most country lads he commenced playing the game with corn and beans for checkers, and shows with pride his first board with an auger hole bored in its side for a recepticle for the checkers. Migrating to Boston in 1872 he formed one of the famous Milliken House coterie that graduated, under the tutelage of the lamented Charlie Wilder, so many players of distinction, and on his return to his native state in 1882 determined to achieve the honor of the state championship. After four years of study he began by winning the amateur title of Portland in 1888 by a score of 10 to 2, and has played in all five 20-game matches for titles without ever suffering defeat. But it is to his contributions to the literature of the game, under the pseudonym of "Uncle Toby," by which he will be best known to posterity, as amusement and instruction are so blended in their easy and colloquial style, as to assure them a place in the classics of the grandest of all human diversions the game of draughts.



THOMAS FLINT was born at Lyndon, Vt., Sept. 7, 1854 He was reared and educated at Concord, N. H., where his father was a well-known lawyer. He received the degree of B. A. from Dartmouth in 1876 and M. A. in 1879. He has taught in Philadelphia, Atchison, Kan., and Brooklyn, N. Y. He is now instructor of Greek in the Brooklyn Boys' High School. Mr. Flint commenced the study of checkers in 1889 when he came to Brooklyn. He has collected a very fine checker library, one of the best in the United States. Four years ago he was first elected president of the Chess and Checker Club of the Young Men's Christian association of Brooklyn, and has been constantly re-elected. He has been, since Oct. 25, 1892, checker editor of the Brooklyn Eagle. His favorite openings are the Old Fourteenth and the Cross.



FRANK A. MARSH, of Milan, Ohio, was born at Lawrence, Mass., Dec. 21, 1849, and removed with his parents to Ohio when four years of age. He has played checkers from boyhood up. His favorite game is Old Fourteenth. Of the many players he has met across the board none are more widely known in Ohio than A. Sheean, A. Bishop, Haddon, J. Connell, E. Huntington and T. C. Hamilton. Probably the greatest event of Mr. Marsh's checker career was with the issuance of the American Checker Weekly, of which he was editor and publisher, but on account of poor health he was compelled to give it up at the end of six months. He is a compositor by trade, was at one time a contributor to the Waverly Magazine, is now in the newspaper business at Milan, O. As a correspondence player he is one of the most prolific, having played some 50 matches with varying success, and is also looked upon as the champion of Erie county, an honor to be proud of.

Game No. 33, "Kelso."

10 15	7 10	9 14	6 9	3 7	9 13-*c*
23 18	22 17	18 9	28 24	24 19	
12 16	15 22	5 14-*a*	1 5	8 12	
24 20	25 18	26 23-*b*	30 25	25 22	

a—A weak move. 26 22 is strong.

b—27 23 would have won. Can whites win after 26 23?

c—Looks desperate, but will draw.

The foregoing game is one of 14 now being played by cross-board correspondence (the same rules to be observed as though playing across the board) between W. H. McLoughlin (Uncle Toby), of Scarboro, Me., and George F. Roberts of Larbert, Scotland, and affords a remarkable illustration of the virtue of making the most of a poor game, for the Maine champion considered himself beaten with the blacks after taking the single instead of the double jump, at, 'a, but now feels confident of forcing the draw, and is doubtful if whites can force a win after their 26 23 move.

Revolutionizing the Age.

Mr. Sam Nay contributed the following poem to the American Checker Review, relative to his new design for a checker board, differing somewhat in form from the ordinary one.

THE LALLEMONT BOARD.

The time will come when checker cranks,
On chess boards will not play,
When neither Scots, Canucks or Yanks
Will rack their brains that way.

Nail to the mast the old chess board,
Set all her thread-bare sails,
Give her to Stinetz and his horde,
The Lallemont prevails.

The time will come when checker folks,
On chess boards will not play,
When neither Yanks, Canucks or Mokes,
Will rack their brains that way.

—"PSALM NEIGH."

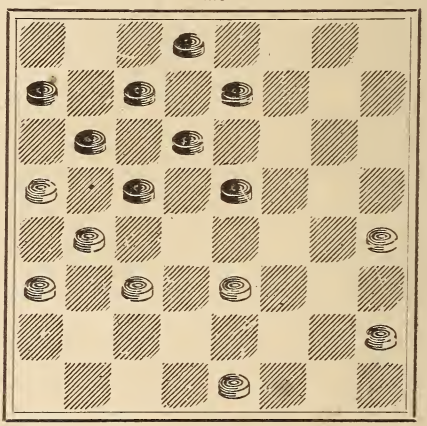
Game No. 34. "Irregular."

Between W. S. FELLOWS and a friend.

11 15	25 22	16 23	32 27	11 15	30 23
22 17	8 11	27 11	8 11	23 16	1 5
9 14	22 17	7 16	24 20	12 19	25 22
17 13	11 16	29 25	16 19	26 23	3 7
5 9	23 19	4 8	27 23	19 26	

and forms a problem below.

Black.



White.

White to move and win.

23 19	20 16	19 15	27 23	23 18	18 15
15 24	11 20	10 19	24 27	31 26	22 18
28 19	31 27	17 3	22 17	3 7	7 10
7 11	2 7–1	19 24	27 31	26 22	18 11

Fellows won.

VAR. 1.

14 18	17 14	7 10	7 3	14 10	16 19
22 15	10 17	14 7	10 14	4 8	14 10
2 7	21 14	26 23	16 12	10 14	3 8
27 23	27 31	7 2	14 10	8 11	10 14
20 24	19 16	23 14	12 8	14 10	8 11
23 18	31 26	11 7	10 14	11 16	14 10
24 27	15 11	14 10	8 4	10 14	11 15

W. wins.



ZACH BROGAN is a native Virginian of purest Irish descent, 36 years of age, a blond of medium height and weight, Jeffersonian democrat in politics, would embrace Buddhism as his religious belief. could be convinced of the existence of the soul. Chess was the favorite game of his youth, until at the age of 24 he became acquainted with the literature of draughts. Since then no more ardent dilettante has worshipped at Dama's shrine, although the exacting cares of his printing business limit his leisure for checkers to an hour a week. His problems have attracted the attention of all grades of players, also his poems which he weaves about a nice end game problem or composition. These have appeared in all leading draught columns at home and abroad. His article of "How to Become a Checker Player," in Stearns' Book of Problems has made him famous, the book having a large sale; the supply was soon exhausted and a second edition has just been issued by John T. Denvir. Mr. Brogan is a generous-hearted devotee of our silent game, giving away many prizes in tournaments quite frequently. Read carefully his poem problem and you will agree that it is new and very unique. It is fully equal to his "Chinese Checkers."

A SIEGFRIED SAGA.

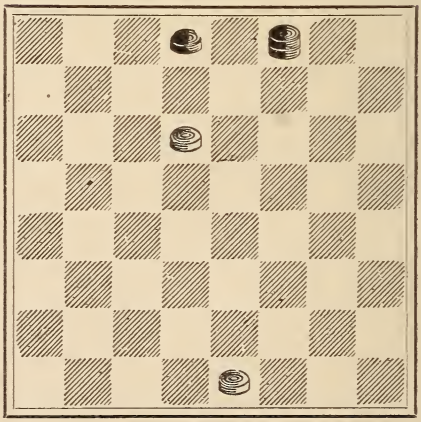
An omission from the Eddas, supplied by

SKALD ZACH BROGAN,
Leavenworth, Kansas.

In the Earth's early days
Siegfried sought Wisdom's ways:
Studied the Runic maze.
    Studied e'en Checkers.
Learned he from Mimer, good,
Till he—'twas understood—
Played best of all the rude
    Berserker wreckers!

Once, in an open room,
Puzzled he long in gloom
How to deal Whites their doom
    In this position:

Black.



White.

Black to move and win.

On his lap lay the board,
O'er it, bent, Siegfried pored,
Each line of play explored—
    Patient volition!

Suddenly thunder peals!
Siegfried quite startled feels—
Seeing a stranger steals
Tip-toe attendant!
Clad in a cloud-gray cloak,
Blue-hooded like elf-folk,
One-eyed—whose glance bespoke
Knowledge transcendent.

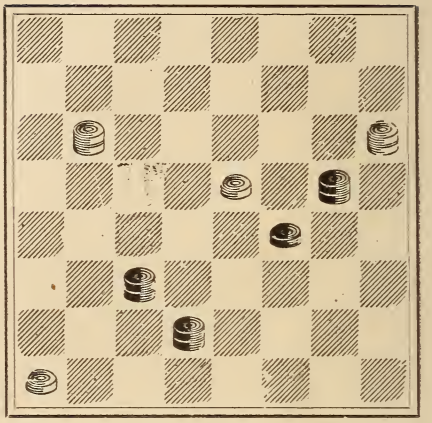
Twinkled and glowed that eye
Like stellar orb on high,
Viewing the problem nigh
On the board setting.
Smiling his face appeared,
Stroked he his heavy beard,
As he the pieces steered—
Thus the win getting:

3 8	15 18	18 15	9 13	21 25
31 26	3 8	7 2	6 9	17 22
8 11	2 6	15 10	13 17	25 30
10 7	8 11	26 23	9 14	23 18
11 15	6 9	10 15	17 21	30 25
7 3	11 7	2 6	14 17	B. wins.

Spoke he then: "Sig, my son,
That is a simple one;
'Way back in Asgard none
Would care to solve it.
Our fad in probs, today,
Is scientific play
In the profoundest way
Skill can envolve it.

Here I an end-game set,
Which Thor did Balder bet
Never could Volsung get
Near its solution!

Black.
19; kings, 16, 22, 26.



White.
15, 29; kings, 9, 12.
Black to move and win.

Leave I some runes to read—
Pointer for you to heed,
So you may solve with speed
My contribution."

Siegfried—with runes in hand,
Seeking to understand
How the Blacks could command
Whites' dire disaster—
Missed not the Asa weird,
Knew not he'd disappeared,
Till Mimer interfered—
Mimer, the master.

Who, all astounded, heard
Siegfried tell what occurred;
Gravely he then averred:
"All-Father Odin
Comes disguised once again,
Fresh'ning the minds of men!
Scan we the runes his pen
Us hath bestowed on:"

"*When playing Checkers we*
Get down to 3x3,
And White has far from free
End-game condition—
White has this safe resource:
KEEP KING ON 12*; of course*
Black's cutest skill can't force
The first position."

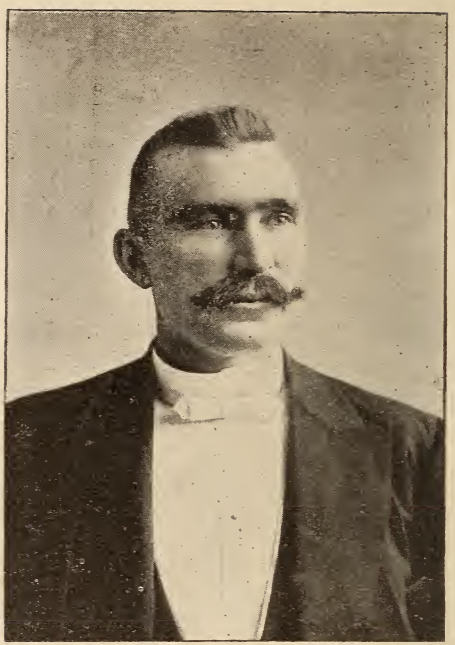
Mystic the runes they deemed,
Mystic the problem seemed;
Siegfried and Mimer schemed
How to force winning.

22 18	27 31	26 22	18 15	15 11
15 10	9 5!	1 5	1 5	5 1
16 11	26 22	17 13	11 7	13 9
10 6	5 1	5 9	6 2	1 5
19 23	31 26	22 17	7 10	9 6
6 2	1 5	9 5	12 16	Drawn.
23 27	22 17	17 14	14 17	
2 6	5 1	5 1	16 12	

Draw variations teemed,
Sweat down their foreheads streamed.—
All at once Mimer beamed,
Mirthfully grinning!

Loud then his laughter roared,
Vibrant his dangling sword,
Wrecked he the checker board!
Said he—sides aching:—
"Think'st thou 'twas Odin here?
Rats! 'twas that rascal queer—
Loki—with cunning leer,
And your prob tells it clear,
Loki, fun making!"

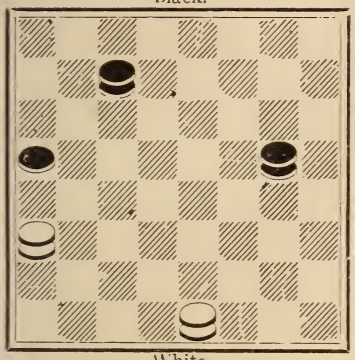
Where *now* is Odin fair?
Protean Loki—where?
Mighty, immortal pair—
Myths they illumeth!
Brahma, Osiris fade,
Jahveh and Jove are laid,
All other gods decayed—
DAMA still boometh!



GEORGE H. SLOCUM. The author of some of the neatest stroke problems in existence, was born in Whiteside county, Illinois, in 1855, of American parentage. Raised on a farm, but having a talent for music, he learned the violin, and at the age of 25 he joined the theatrical profession as orchestra leader, traveling with dramatic companies for a number of years. He married in the fall of '88, his wife being a fine pianist. In 1890 the Chicago Ideal Concert Company was organized, he being the violinist and his wife the pianist of the company, of which he owned a half interest. The company toured Illinois and the adjoining states and became quite popular with lecture and Y. M. C. A. courses. They continued travelling for two years, and since then he has continued his orchestra work in the city of Chicago, where he now resides. He paid no particular attention to checkers until about 1886. He witnessed the American champion, C. F. Barker, in exhibition play, and became enthused over the silent game, and has continued to be a great admirer since. He is especially fond of problems, and has composed some of the finest gems of the stroke class. See six of his fine examples on another page, No. 68 is a hard nut to crack. He holds the honor of being a charter member of the Chicago Chess and Checker Club, and still retains his membership.

No. 63 (G. H. Slocum).

Black.

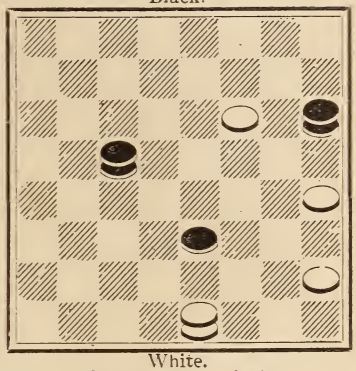


White.

Black to move and win.

No. 64 (G. H. Slocum.)

Black.

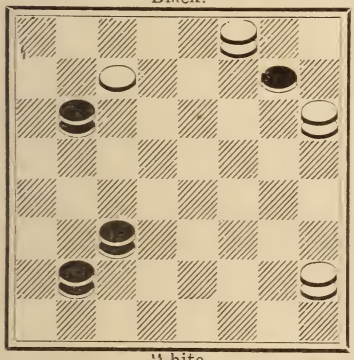


White.

Black to move and win.

No. 65 (G. H. Slocum).

Black.

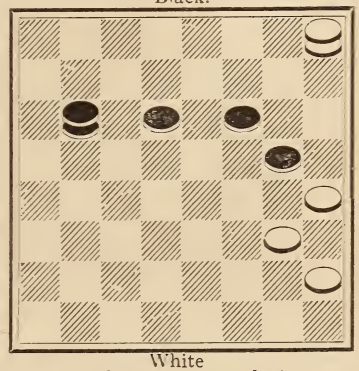


White.

White to move and win.

No. 66 (G. H. Slocum).

Black.

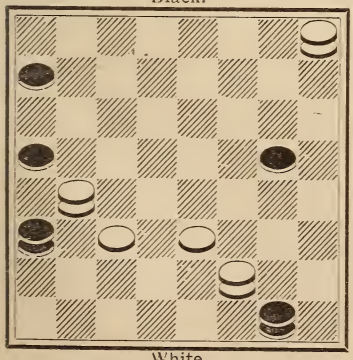


White

Black to move and win.

No. 67 (G. H. Slocum).

Black.

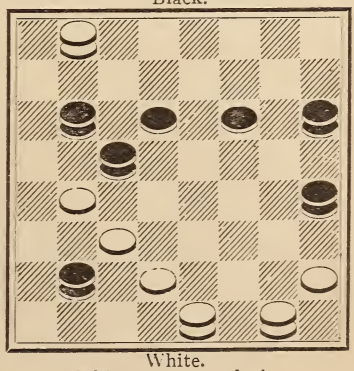


White.

White to move and draw.

No. 68 (G. H. Slocum.)

Black.



White.

White to move and win.

Solutions to Problems.

No. 63. (G. H. Slocum.)

16 11	26 22	6 10	21 25	14 9
31 26	7 2	18 22	13 17	B. wins.
11 7	22 18	10 14	22 13	

No. 64. (G. H. Slocum.)

12 16	3 8	19 28	12 16	10 7	8 11
11 7	10 15	12 16	15 10	8 12	24 28
16 19	8 12	11 15	16 11	*28 24	B. wins.
7 3	15 11	16 12	24 28	12 8	
14 10	28 24	28 24	11 8	7 3	

No. 65. (G. H. Slocum.)

6 1	11 15	1 5	19 23	16 19	
8 11	7 10	9 13	5 9	15 24	
3 7	15 19	12 16	13 15	28 17	W. wins.

This problem, paired with two others, won a prize in the Liverpool Mercury competition, 1894, as best selected problems.

No. 66. (G. H. Slocum.)

9 5	4 8	16 19	24 6	5 1	B. wins.

No. 67. (G. H. Slocum.)

17 14	22 18	14 9	23 18	4 8	8 12
21 25	25 22	22 15	15 22	5 14	Drawn.

No. 68. (G. H. Slocum.)

32 27	14 21	26 23	20 27	31 22	
25 18	27 23	27 18	5 16	W. wins.	
28 24	18 27	1 5	12 19		

Awarded first prize in Liverpool Mercury competition, 1894, £3, 3 shillings.

Game No. 35, "Second Double Corner."

Between F. A. MARSH, Milan, O., and JAMES M. LOWE. Bellefontaine, O.

11 15	26 22	6 13	25 21	7 10	23 18
24 19	8 11	18 14	17 22	14 7	14 23
15 24	22 17	10 17	21 17	3 10	19 15
28 19	9 13	21 14	4 8	24 20	11 18
9 14	18 9	13 17	17 13	2 6	20 11
22 18	13 22	29 25	8 11	32 28	12 16
5 9	25 18	11 16	27 24	10 14	Marsh won.

Game No. 36, "The Maid O' the Mill."

By JOSEPH MAIZE, McDonald, Pa.

My object in publishing this game is for the purpose of showing that after the opening moves, 26 23, on which is built the trunk play of all works on the game, is a losing move.

11 15	4 8–*b*	8 11	16 19	28 32	30 36
22 17	24 19-*c*	26 23	23 16	24 19	1 5
8 11	11 15	1 6	12 19	23 26	32 27
17 13	19 10	31 26	*28 24	18 15	*25 22
15 18	6 15	5 9–1	19 28	26 30	26 17
23 14	26 22-*d*	26 22	27 24	19 16	5 9
9 18	*7 10	11 16	18 23	10 19	14 18
24 20-*e* 2	30 26	20 11	22 18	17 1	21 14
10 14	*3 7	7 16	15 22	9 14	Drawn.
28 24-*a*	*22 17	32 28	25 18	29 25	

a—26 23, 4 8, black wins, same as var. 3 at third move.

b—11 15, *26 22 drawn. See Lees' Guide.

c—26 23, black wins same as var. 3 at fifth move.

d—26 23, 15 19 drawn. See Lees' Guide.

e—Lees' Guide referring to this opening says: "It is generally considered strong for black," and in a note to var. 5 says: "This move is now adopted in nearly all important matches." I regard the move as the saving clause, making an easy draw of an otherwise almost untenable opening. I think the move was first introduced by the veteran Martins against Wylie in 1872.

VAR. I.

11 16	7 16	16 19	12 19	5 9	19 28
20 11	26 22	23 16	32 28	28 24	Drawn.

Same as trunk at 36th move.

VAR. 2.

21 17–3	27 24	*17 14	22 18	6 1	18 15
10 15	22 26–*b*	10 17	10 14	9 13	30 25
25 21-*a*–29	31 22	21 14	18 9	1 6	14 18
18 22	16 20	*6 10	5 14	14 17	13 17
24 19	32 27	*25 21	13 9	22 18	18 14
15 24	8 11	10 17	*1 5	17 21	17 22
28 19	*30 26	21 14	9 6	6 9	15 10
4 8	7 10-*c*	*7 10	11 16	21 25	22 26
26 23	29 25	14 7	26 22	9 14	14 18
11 16	2 7-*d*	3 10	5 9	25 30	26 30
					Drawn.

a—26 23 draws. See var. 29.

b—16 20, 30 25 draws, Strickland. See Janvier's Anderson.

c—6 10, 29 25 are first and second moves of var. 75 Janvier's

Anderson, followed by 11 15, which loses; 2 6 makes position identica with var. 2 at *d*, and corrects var. 75, Janvier's Anderson.

d—This will draw and corrects Janvier's Anderson var. 66 at ninth move.

VAR. 3.

26 23	13 6	21 17–12	6 2	32 28	13 9
10 14	2 9	25 30-*c*	21 25	21 25	21 25
24 20-*a*	25 22–14	26 23	2 6	19 16	27 24
4 8	18 25	30 25	25 30	12 19	25 22
28 24	29 22	17 13–7	6 9–4	24 8	9 6
11 15	14 18	15 18	30 25	3 12	18 15
30 26–22	22 17	23 14	9 13	31 27	6 9
8 11	18 22	10 17	25 21	25 21	15 11
23 19–19	17 13	13 9	27 23	28 24	9 6
5 9–*b*	22 25	25 22	21 25	22 18	10 14
19 10	13 6	9 6	23 19	24 19	6 9
6 15	1 10	17 21	25 21	7 10	B. wins.

a—24 19, 11 16, black wins, Swan and Adamson. See Lees' Guide, Kear's Reprint or D. P. Q. R.

b—This is the only move to win. Corrects trunk of Lees' Guide and Kear's Revision of Drummond.

c—Lees' Guide var. 1, note N. leaves off here endorsed drawn, W. Hay. This continuation will win.

VAR. 4.

27 23	9 6	1 6	14 9	19 16	5 9
30 25	17 14	30 26	23 27	11 15	26 23
23 19	6 1	31 27	9 14	22 17	9 5
22 17	11 15	22 18	27 32	24 19	23 18
32 28	1 6	6 1	14 9	16 12	5 9
17 22	22 18	26 23	15 11	15 11	18 15
19 16–5	6 1	27 24	9 14	17 14	9 5
12 19	15 19	23 19	12 16	19 15	10 6
24 8	1 6	24 15	14 18	14 9	5 1
3 12	19 23	18 11	16 19	15 10	15 10
6 2	6 1	1 6-*a*	18 22	9 5	1 5
7 11	18 22	14 18	19 23	23 26	6 1
2 6	1 6	6 10	28 24	5 9	5 9
25 21	23 26	18 23	32 27	26 30	1 5
6 9	6 1	10 14	24 19	9 5	B. wins.
21 17	26 30	11 15	27 24	30 26	

a—Known as the "Effie Dean's ending."

VAR. 5.

6 2–6	11 7	24 6	2 7	31 22	24 19
11 16	3 10	22 18	15 10	25 9	14 10
2 11	20 16	6 2	7 14	28 24	B. wins.
16 23	12 19	18 15	23 26	9 14	

VAR. 6.

6 9	20 16	19 16	9 6	1 5	5 14
22 17	12 19	10 15	18 14	18 14	10 17
9 6	24 6	1 6	16 12	5 1	12 8
17 13	13 9	23 26	15 11	9 5	7 11
6 2	6 1	6 9	6 1	31 27	8 3
11 16	9 14	26 30	25 22	14 10	17 14
2 11	28 24	9 14	1 6	27 24	24 20
16 23	14 10	30 25	22 18	5 9	14 10
11 7	24 19	14 9	6 1	1 5	B. wins.
3 10	25 22	22 18	14 9	11 7	

VAR. 7.

23 19	27 18	24 19–8	31 27	32 28	24 8
15 18	10 15	25 22	26 31	26 23	3 12
17 13	19 10	13 9	27 24	19 16	9 6
18 23	7 23	23 26	31 26	12 19	23 18
					B. wins.

VAR. 8.

13 9	2 6	10 6	31 27	6 1	1 6
25 22	30 25	17 14	22 26	27 23	23 18
9 6	6 10	6 1	32 28	19 16	6 1
23 26	22 17	21 17	26 31	12 19	18 15
6 2	24 19–9	1 6	27 24	24 8	B. wins.
26 30	25 21	17 22	31 27	3 12	

VAR. 9.

10 6	22 18	5 1	5 9	32 28	6 2
17 14	6 1	14 9	23 18	5 9	28 24
6 1	14 10	31 26–10	9 5	1 5	11 16
25 22	1 5	9 5	24 19	9 6	20 11
1 6	18 14	26 23	3 7	5 1	B. wins.

VAR. 10.

1 5	10 17	27 23	10 15	24 19	11 15
3 7	31 27–11	7 10	19 10	7 10	27 24
5 14	17 14	23 19	14 7	32 27	B. wins.

VAR. 11.

31 26	11 15	24 19	11 15	22 17	10 6
17 14	32 28	15 24	19 10	7 10	B. wins.
26 22	7 11	28 19	14 7	17 13	

VAR. 12.

26 23	31 26	23 14	6 2–13	32 28	19 15
10 14-*a*	25 30	25 22	14 9	3 8	12 19
23 19	26 23	14 10	24 19	2 7	20 16
14 18	30 25	22 17	21 25	30 26	8 12
19 10	21 17	10 6	27 23	7 16	B. wins.
7 14	14 21	17 14	25 30	26 23	

a—25 30 will win in a manner similar to var. 3 to 11.

VAR. 13.

6 1	32 28	1 5	24 15	10 15	20 16
21 25	3 8	10 7	11 18	12 16	4 8
1 6	1 6	5 9	6 10	15 8	28 24
25 30	11 15	7 11	26 22	16 19	22 18
6 1	6 1	9 6	27 24	24 15	24 20
30 26	14 10	15 19	8 11	18 4	B. wins.

VAR. 14.

26 22–15	7 10	19 12	32 28	31 26	15 8
12 16	22 17	27 32	22 17	19 15	25 22
27 23	15 18	17 13	28 24	26 23	8 11
18 27	24 19 *a*	1 6	29 25	11 16	B. wins.
32 23	18 27	25 22	24 19	20 11	

a—31 27, 9 13, black wins.

VAR. 15.

32 28–16	25 22-*a*	29 22	22 17–*b*	17 14	14 9
12 16	18 25	14 18	16 19	9 13	B. wins.

a—26 23, 16 19, black wins.

b—26 23, 18 25, 24 19, 15 24, black wins.

VAR. 16.

26 23–17	24 19-*a*	27 18	18 9	31 27	27 23
18 22	1 5	7 10	5 14	14 17	7 10
25 18	23 18	32 27	27 24	21 14	B. wins.
15 22	14 23	9 14	3 7	10 17	

a—23 18, 14 23, 1 5, 24 19, 9 14, black wins.—W. Hay.

VAR. 17.

27 23	18 23	25 22	13 22	4 8	18 15
18 27	19 15	14 17	14 9	17 14	4 8
32 23	23 30	21 14	25 21	9 5	7 10
15 18	15 8	30 25	8 4	14 18	B. wins.
23 19–18	9 13	22 17	21 17	8 4	

VAR. 18.

31 27	7 10	22 17	1 6	29 22	9 14
11 15	23 19	7 11	25 22	14 18	
26 22	3 7	17 13	18 25	22 17	

VAR. 19.

26 22	31 26-*a*	22 17–20	23 18	17 14	19 15
3 8	5 9	18 22	14 23	10 17	26 30
23 19–21	26 23	25 18	27 18	21 14	B. wins.
7 10	2 7	15 22	1 5	22 26	

VAR. 20.

32 28	11 18	1 6	30 23	10 7	30 26
1 5	24 19	26 30	21 17	23 18	29 25
22 17	7 11	27 24	18 22	7 3	26 23
18 22	19 15	30 26	17 14	18 23	25 22
25 18	10 26	6 10	22 26	24 19	23 19
15 22	17 1	26 30	14 10	23 16	B. wins.
19 15	9 14	10 26	26 30	3 7	

VAR. 21.

22 17–*b*	29 22	14 5	23 18	13 6	23 18
7 10	5 9	15 18	30 26	1 17	26 23
32 28	23 19	31 26	18 14	5 1	18 15
2 7-*a*	14 18	25 30	10 17	22 25	11 18
25 22	17 14	26 23	21 14	27 23	B. wins.
18 25	18 25	18 22	6 9	25 30	

a—23 19, 5 9, 27 23. 18 27, 32 23. 14 18. B. wins.

b—32 28. 7 10, 13 9, 6 13, 24 19, 15 24, 22 6. 1 10, 28 19, 11 15, 27 24, 15 18. B. wins.

VAR. 22.

31 26–28	6 15	32 28	18 22	6 2	32 27
8 11 *a*	20 11	2 7-*b*	25 18	7 11	17 14
23 19	7 16	13 9–23	14 32	30 25	27 23
*11 16	24 20	19 23	10 6	14 18	25 21
19 10	16 19	26 10	5 14	21 17	B. wins.

a—Corrects Janvier's Anderson. trunk var. *a*.

b—Corrects Wyllie and W. R. Barker—See Gould's match games.

VAR. 23.

27 24–25	7 16	8 4	24 27	17 14	27 23
18 23	20 11	12 16	25 21	16 11	25 18
20 16–24	32 27	22 17	27 31	13 9	15 22
23 27	26 22	16 20	14 10	31 27	6 2
24 20	27 23	17 14	19 24	9 6	23 18
27 32	11 8	20 24	28 19	18 22	B. wins.
16 11	14 18	21 17	23 16	30 25	

VAR. 24.

26 22	27 31	30 23	27 32	20 11	16 11
23 27	21 17	18 27	29 25	27 20	22 17
22 17	19 23	14 10	32 27	11 7	31 26
14 18	25 21	7 14	25 22	20 16	B. wins.
17 14	23 26	17 10	12 16	7 2	

VAR. 25.

26 22–26	30 23	17 14	25 21	17 10	11 7
19 23	18 27	27 31	18 22	12 16	20 16
27 24	22 17	21 17	14 10	20 11	7 2
23 26	14 18	31 27	7 14	27 20	B. wins.

VAR. 26.

25 22	22 17–27	30 23	17 14	24 19	15 11
18 25	18 22	15 19	22 25	25 30	7 16
29 22	26 23	23 16	27 24	19 15	20 11
14 18	19 26	12 19	19 23	30 25	B. wins.

VAR. 27.

21 17	17 14	24 15	20 11	21 17	14 7
18 25	1 6	23 30	30 25	16 20	3 10
30 21	27 24	15 11	28 24	24 19	11 7
15 18	18 23	7 16	12 16	6 10	B. wins.

VAR. 28.

23 19	18 25	27 23	7 10	31 26	3 10
8 11-*a*	29 22	18 27	25 21	16 19	20 16
19 10	14 18	32 23	5 9	17 14	11 20
6 15	30 25	2 6	23 18	19 28	18 11
25 22–*b*	12 16	21 17	1 5	14 7	B. wins.

a—Corrects trunk game, Janvier's Anderson.

b—30 26-*d*, 5 9-*c*, B. wins same as var. 3 at note *b*.

c—This corrects Robertson's Guide.

d—31 26, 11 16-*e*, B. wins same as var. 22 at fourth move.

e—This corrects Swan and Adamson. The game as a whole corrects many thousand lines of published play, and destroys the trunk draw, given in all standard works on the game.

VAR. 29.

26 23-*a*	23 18–*b*	27 24	28 24	32 28	19 10
18 22	12 16-*c*	19 23	6 10	8 12	12 26
25 18	24 20–30	24 19	19 16	24 19	B. wins.
15 22	16 19	4 8	23 27	10 15	

a—Lees' Guide says: Best here; 24 20 is often played, but is weak. Thus, 24 20, *18 22, 25 18, 15 22, 17 14, 6 9, 26 17, 9 18, 30 26, 7 10, 29 25, 10 15, 20 16, 11 20, 26 23, drawn.—F. Dunne. But I prefer 25 21 as in var. 2, the after play showing but little, if any advantage to either side.

b—Certainly a loser, nor can I find an alternative to better White's case.

c—This move wins and corrects Lees' Guide, var. 4 at 8th move, also Janvier's Anderson.

VAR. 30.

27 23	4 8	30 26	6 10	29 22	5 21
16 20	19 16–31	12 19	32 27	10 14	B. wins.
24 19	8 12	23 16	22 25	18 9	

VAR. 31.

32 27–32	22 26	14 5	30 26	28 24	11 15
6 10	31 22	10 15	23 18	18 9	25 22
18 14	20 24	19 10	26 22	13 6	3 7
8 12	27 20	7 30	18 14	2 9	B. wins.
30 25	5 9	22 17	22 18	29 25	

VAR. 32.

30 25	19 16–33	28 19	18 15	31 22	23 18
20 24	11 20	20 24	22 26	24 27	B. wins.

VAR. 33.

18 14	31 22	13 6	32 23	19 10	28 19
22 26	6 9	2 27	11 15	7 30	B. wins.

Game No. 37, "Double Corner."

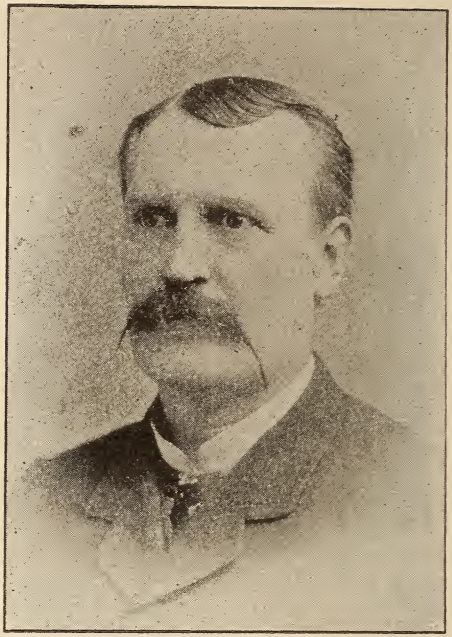
A. POLLAK and SAM NAY.

9 14	5 9	8 12	7 11	8 12	16 19
22 17	17 13	27 23	16 7	16 11	23 16
11 16	3 8	12 19	2 11	18 22	14 18
24 19	22 17	23 16	28 24	25 18	17 14
8 11	1 5	11 15	4 8	15 22	10 17
25 22	19 16	32 27	24 19	11 8	Pollak won.
16 20	12 19	15 18	11 15	12 16	
30 25	23 16	26 23	19 16	8 3	

Game No. 38, "Single Corner."

Black, R. W. QUARLES; white, L. S. HEAD, 1893.

11 15	8 12	12 19	3 7	1 6	10 15
22 18	28 24	24 15	15 10	*22 18	26 22
15 22	16 20	7 10	6 15	6 10	15 19
25 18	25 22	27 24	18 11	*30 26	12 8
12 16	5 9	20 27	7 16	2 7	19 23
29 25	32 28	31 24	23 18	*28 24	8 3
9 13	10 14	10 19	14 23	7 11	23 26
24 19	19 16	24 15	26 12	*24 20	*3 7
					W. wins.



O. H. RICHMOND. The subject of this sketch for many years held a leading place among the world's composers. His ability has been recognized throughout the world. He has contributed liberally to the various newspapers and magazines hundreds of problems of such superior merit that he is today justly recognized as one of the foremost living problemists. Mr. Richmond is a gentleman of fine presence, and one of the solid business men of Grand Rapids, Mich., until a few years since when he removed to Chicago, where he still resides. His problems in verse will give the reader some idea of Mr. Richmond's powers. In this especial line he, for many years, stood without a rival in the world. His "Richmond's Dream" stands unrivalled in the annals of the literature of the game of draughts. Also his "Siege and Fall of Petersburg" has received the plaudets of all lovers of brilliant problems. Of late Mr. Richmond has given no attention to the game and the players yearn for something from his pen.

Puzzle Problem by O. H. Richmond.

A man named Thomas Jinks, with one named William West.
Had a little game of draughts one day, to see which was the best.
Jinks got a man ahead, when the game was nearly done.
But West would not give up, for he had two kings to one.
West moved his man to ten, and made a great mistake,
For if he could not move from twelve, he could from twenty-eight.
And force the man from twenty-four by going twenty-seven,
In case Jinks moved his single man from sixteen to eleven.
Now checker friends, West lost the game, and the problem can be seen,
When I tell you that a king stood clear way over on thirteen.



W. H. TYSON of Big Run, Pa., was born May 30th, 1865, and is therefore 28 years of age. In early life Mr. Tyson evinced a fondness for mathematics and at the age of 15 he had completed quite a thorough course. In 1884 he was elected principal of the Big Run schools which position he held until appointed postmaster by President Harrison. Having musical talent, Mr. Tyson was organist, while teaching, in the M. E. Church. In 1887 he became acquainted with R. W. Patterson, Esq.. of Pittsburg, by correspondence, and it was at about this time that he began the study of checkers in a systematic way. In 1888 he defeated W. C. Brown of Altoona 7 to 4 in a match of 30 games. Mr. Brown was the first book player he had ever played against. Mr. Tyson is a careful painstaking student; his checker library contains nearly every work which has ever been printed on the game and very likely he is the best posted checkerist in Pennsylvania. Across the board he has met J. P. Reed, Charles Hefter, H. Z. Wright, Dr. Schæfer and other notable experts. His success against them has always been very good. In Athletic sports Mr Tyson has quite a reputation. His record as a base ball pitcher is very enviable. Mr. Tyson is married. his wife being a Miss McClure of McKeesport, Pa., and their union has been blessed with two sweet little girls.

Game No. 39. "Defiance."

Black, MAIZE. White, TYSON.

11 15	14 17	14 17	11 16	17 22	25 29
23 19	21 14	19 15	*8 11	*28 24	7 10
9 14	10 17	17 21	5 9-*f*	20 27	6 9
27 23	18 14-*a*	15 10	*26 22	32 23	15 11
8 11	17 22	22 25	9 13-3	14 9	29 25
22 18	26 17	10 7	*22 18-*g*	*23 18	11 7
15 22	13 22	25 29	29 25	22 25	25 22
25 9	23 18-*b*	7 3-*c*	18 14	2 7	10 15
5 14	7 10	29 25-*d*	25 22	9 6	9 14
29 25	14 7	31 26-*e*	14 10	7 10	7 2
6 9	3 10	25 29	22 17-1	6 9	14 18
25 22	*20 16	3 7	10 7	10 7	15 11
9 13	11 20	4 8-4	17 13	16 20	22 17
24 20	18 15	11 4	*11 15	15 19	11 7
1 5	10 14	2 11	13 17	9 6	Drawn.
22 18	15 11	4 8	*7 2	18 15	

NOTES AND VARIATIONS BY W. H. TYSON.

a—Since Wyllie played this and lost to Yates in 1876 it has been regarded as a losing move.

b—Seventeen years later two Scottish amateurs, Messrs. Craighead and Fenton, discovered the hitherto unsuspected strength of this move, and with it as a focal point prove that 18 14 can be drawn, notwithstanding the long unchallenged dictum of the world's best known players and analysts to the contrary.

c—So far the play of Craighead and Fenton have been followed.—Lees' Guide, second edition, Q. V.

d—This was a "poser" away from any published play I had ever seen; I was thrown on my own resources, the position leaving for me all the interest of an unsolved problem.

e—After much study I solved it as follows: 31 26 must, for if king gets free via. 22 17 I'm a "goner," it also blocks 5 9, because 26 22, 28 24 draws or I win, 12 16, 3 8 same result. King must go back then 3 7 and aught else than 4 8 leaves me with best game.

f—If 29 25, 11 8, and it is a see-saw.

g—Must, for if 11 15, *16 19, and B. wins.

VAR. 1.

16 19	22 18	18 23-2	23 32	13 17	12 16
10 7	11 16	32 27	16 23	30 26	*7 2
					Drawn.

VAR. 2.

19 24	18 23	13 17	17 22	22 26	26 31
28 19	7 3	3 7	7 10	10 14-*a*	14 17
					Drawn.

a—19 15, 12 19, 32 27 drawn —C. O. Bartley.

VAR. 3.

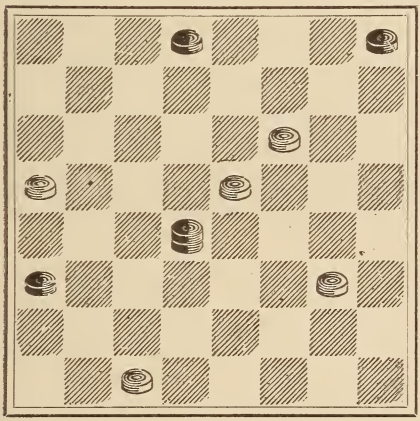
16 19	18 15	14 18	7 3	19 26	8 12
*22 18	9 14	10 7	23 26	3 8	16 19
12 16	15 10	18 23	30 23	26 30	32 27
					Drawn.

VAR. 4.

5 9	*26 22	*16 19	32 23	2 6-*a*	18 14
7 10	12 16	15 24	29 25	22 17	22 26
*9 13	*10 15	20 27	*23 18	13 22	30 23
					Drawn.

a—Forced. The following evolves a beautiful problem, 13 17, 22 13, 25 22, 18 15 *b*, 22 18, 28 24-*c*.

Black.



White.

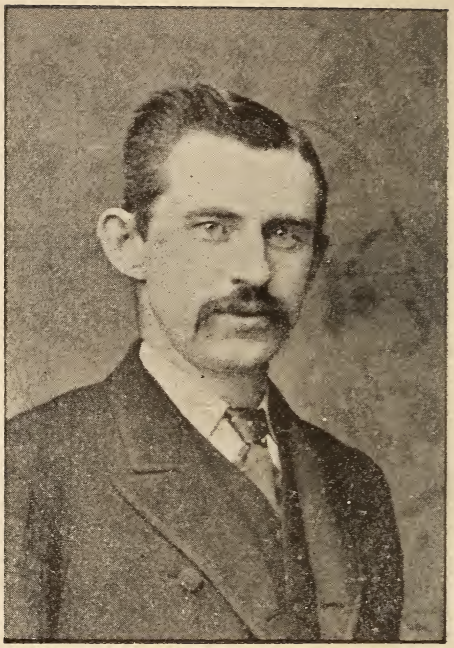
Black to move and draw.

b—18 14 and W. wins by second position, or if black crowns in double corner by first position.

c—Forms the above problem instead of 28 24 at *c*, 13 9 W. wins.—W. H. Tyson.

Solution, W. H. Tyson, Big Run, Pa.

2 6	*6 10	25 30	15 9	17 14	10 6
24 20	26 22	8 3	20 16	8 3	9 5
*4 8	21 25	30 26	26 22	14 17	6 1
11 4	22 17	3 7	16 11	7 2	3 7
18 11	*11 15	10 14	22 17	6 10	17 13
30 26	4 8	17 10	11 8	13 9	Drawn.

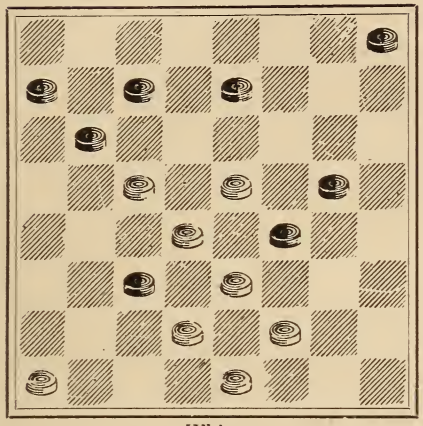


JAMES P. MURRAY. This well-known checker expert, player and problemist was born at 59 Avenue B, New York City, May 13, 1854. His father at that time was proprietor of a furniture store at the above number and continued until his death. James was then 13 months old. His mother sold out the business and with her family moved to Orange, N. J., where they have since resided. James attended St. John's Parochial School until his sixteenth year, and then was apprenticed to the hatting trade and has followed that occupation up to the present time. In his youth he had a fondness for checkers and was greatly assisted by a Mr. George Hayward, a strong player, and in a short time he could hold his own with the best players in his locality. In 1887 he played his first and only match with Wm. Muir of Patterson, N. J., for a stake of fifty dollars and the state championship. The match consisted of eight games, Murray winning 4, Muir 0, drawn 1. Since then he has devoted his leisure time to analysis and problem composing, his principal achievements in that direction have been through the Derry News checker columns. He has won a great many prizes in solving contests and his latest triumph was to win first prize for the best solution to the problem with the motto "Orange," this motto being given in honor of the winner, who resides in the city by that name. There were 300 competitors for this prize, the value of which amounted to thirty dollars. Surely there is honor and glory enough in this one victory without referring to his many others.

Prize Problem.

Motto "Orange." By L. M. STEARNS.

Black.



White.

Black to move; white wins.

For best solution J. P. Murray won first prize.

22 25–1	7 11	4 11	6 15	15 22	9 18
29 22	15 8	14 10	22 17	17 14	26 17
					W. wins.

VAR. 1.

7 11–2	26 17	9 13	24 20	9 14	22 18
15 8	19 26	27 24	16 19	18 9	W. wins.
4 11	31 22	6 9	14 10	5 21	

VAR. 2.

9 13	11 2	26 30	6 10	16 20	7 14
26 17	6 9	15 11	26 17	10 7	W. wins.
13 22	2 6	22 26	11 7	21 17	
15 11	9 13	31 22	17 21	29 25	
19 26	18 15	30 26	7 3	17 10	

Only the three distinct and decisive lines are given. Anyone desiring any certain variation it will be gladly sent.—L. M. Stearns.

Game No. 40. "Old Fourteenth."

Black, Wm. C. Brown; white, Frank E. Mead.

11 15	11 18	5 9 *c*	30 16	16 19	30 26
23 19	29 25	26 22	20 2	20 16	8 11
8 11	7 11	7 11	6 9	15 18	26 22
22 17	26 23-*a*	22 15	13 6	16 11	11 16
4 8	2 7	11 18	8 11	18 22	19 23
25 22	24 20	31 26	27 24 *e*	11 8	27 18
9 14	11 15	3 7	11 15	22 25	22 15
17 13	30 26-*b*	*21 17-*d*	32 27	8 3	*2 7
15 18	15 24	14 30	12 16	25 30	15 11
22 15	28 19	23 5	24 20	3 8	7 14-*f*
					W. wins.

NOTES BY BROWN.

a—24 20 usual play.

b—28 24 will win.—"Jest as I Am" in Checkerist.

c—In a game between T. F. Maloye and Robert Gibson 8 11 was played here and white won.

d—Mr. Mead here announced a white win, but neither I or the spectators could see anything but a draw.

e—I did not notice the full effect of this move.

f—The game was played over several times but we could not draw after *21 17.

Game No. 41, "Single Corner."

Between Thomas Flint and H. Z. Wright.

11 15	10 14	14 18	9 13	10 15	3 7
22 18	25 22	15 6	23 18	18 11	20 16
15 22	16 20	18 25	13 22	7 23	8 12
25 18	24 19	21 17	26 17	17 14	14 10-*a*
12 16	6 10	1 10	20 24	2 6	12 28
29 25	18 15	30 21	27 20	28 24	10 1
					Drawn.

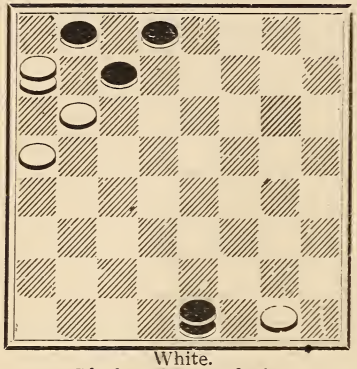
a—Only move to draw.



FRANK E. MEAD, Montreal, Canada, was born in Omaha, Neb., Oct. 29, 1872, but when a few months old his parents removed to Providence, R. I. At ten years of age he commenced to play chess and checkers, and was shown some of the mysteries of the games by Mr. Wm. Remington, a well-known natural player of Providence. At school he (Mead) came out victorious in many small matches. In 1889 he removed to Montreal, and for the first three years there he played nothing but chess. In the summer of '93 he once more began to study checkers, and with the resolution to go through a regular system to make himself a fairly good player. His local matches are as follows: With J. Barrett 2, Mead 3, drawn 5; with F. R. Simmons 2, Mead 9, drawn 8; with C. W. Brown 0, Mead 5, drawn 4; second match with Brown 2, Mead 7, drawn 5. Mr. Mead has lately taken up correspondence play and so far has scored 18 games, all others 3, drawn 29, against some of the best correspondence players in the United States. A very creditable record sure.

No. 69 (O. H. Richmond).

Black.

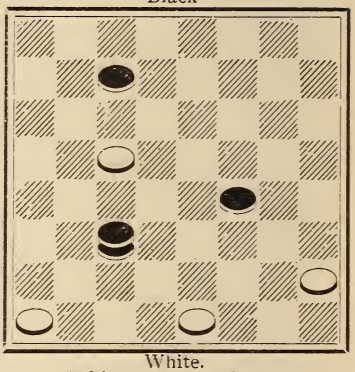


White.

Black to move and win.

No. 70 (From "Checkerist.")

Black

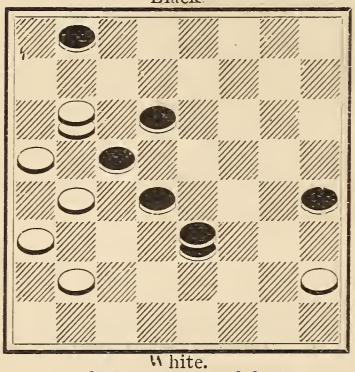


White.

White to move and win.

No. 71 (W. G. Hill).

Black.

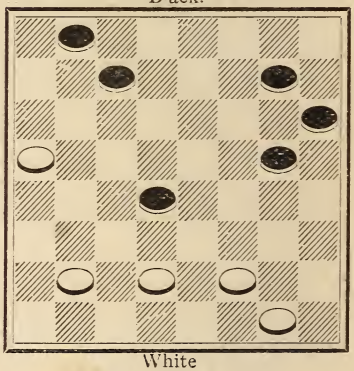


White.

Black to move and draw.

No. 72 (L. M. Stearns).

Black.

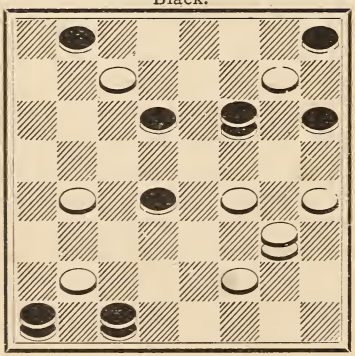


White

White to move, B. wins.

No. 73 (C. W. Tupper).

Black.

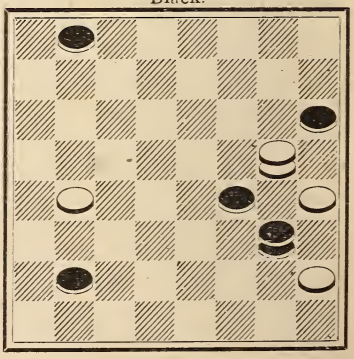


White.

White to move and win.

No. 74 (W. L. Hannahs).

Black.



White.

Black to move and win.

Solutions to Problems.

No. 69. (O. H. Richmond.)

31 26	22 17	14 10	7 10	6 10	14 9
32 27	23 19	16 11	8 4	9 6	B. wins.
26 22	17 14	10 7	10 14	2 9	
27 23	19 16	11 8	4 8	13 6	

The motto of above is the "Seige and fall of Petersburg."

No. 70. (The Checkerist.)

29 25	31 27	27 24	14 10	24 19	28 26
22 29	29 25	19 23	6 15	15 24	W. wins.

The motto to above was "Snap."

No. 71. (W. G. Hill.)

10 15-*a*	18 22	20 24	23 5	1 6	5 1
17 10	25 11	28 19	21 17	17 14	Drawn.

a—This move was an eye-opener to the experts, as the beautiful stroke starting with this move had remained unnoticed for nearly forty years, and then to be discovered by a youth in his teens. Master Hill was then only 14 years of age.

No. 72. (L. M. Stearns.)

26 23	6 9	27 24	24 19	10 14	
18 22	13 6	16 20	11 16	15 10	
25 18	1 10	32 27	18 15	14 18	B. wins.

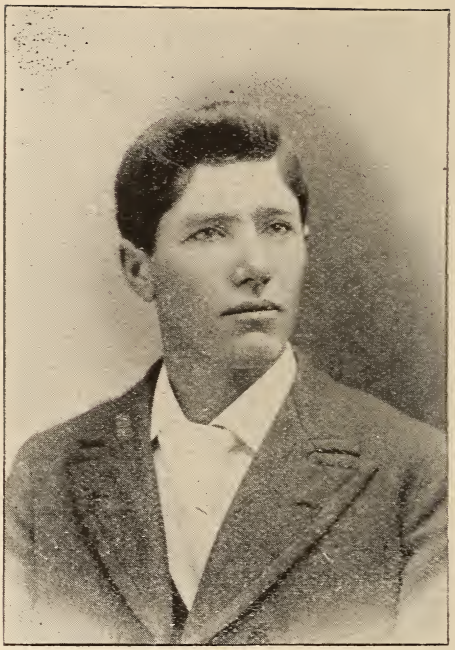
No. 73. (C. W. Tupper.)

25 22	11 20	19 16	20 27	28 32	
18 25	24 28	12 19	17 14	1 10	
20 16	4 11	27 24	10 17	32 21	W. wins.

No. 74. (W. L. Hannahs.)

25 30	12 19	26 22	18 15	19 23	27 32
16 23	20 16-*a*	17 14	11 7	28 24	B. wins.
24 19	30 26	22 18	15 11	23 27	
23 16	16 11	14 9	7 2	24 20	

a—17 14, 1 6, 20 16, 30 25, 16 11, etc., B. wins.



FRED O'MELAY, was born in Hillsdale county, Michigan, Jan. 5, 1868. He first began the study of draughts in 1888, and being of a studious disposition was soon able to defeat all the players of Hudson and vicinity. He took a prominent part in the famous 1 6, Laird and Lady dispute, etc. In the spring of 1892 he visited Adrian, Mich., and played 111 games, winning 79, lost 8, drawn 24. He entered the state tournament at Detroit in November 1892, and although he did not win a prize he lost but two out of thirteen series played, his total score being, won 18, lost 9, drawn 25. In March 1894, he made a tour of the southern part of the state, playing with good success. At Chelsea he met two of the leading players of the state, Messrs. Turnbull and Gulde, and made the following creditable scores: O'Meloy 14, Turnbull 6, drawn 26; O'Melay 15, Gulde 8, drawn 22. With State Champion McGreevy he has played but four games with the result, one each and two draws, a score to be proud of.



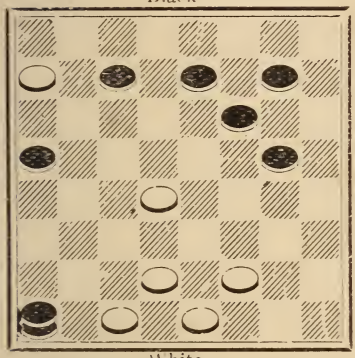
SAMUEL C. NAY. New York City, N. Y., born April 13, 1844, at Raymond, N. H., and brought up on a farm until 18 years of age. On the 8th day of September, 1862, he entered the service in putting down the rebellion as a private in Co. D., 15th Regiment, N. H. Volunteers, and was promoted to sergeant and first sergeant, and was discharged at expiration of term in August, 1863, but re-enlisted, remaining with the regiment until the close of the war in 1865. He was in a number of battles but takes no credit upon himself, simply that he was there, and rejoices that he was never wounded. The battles were: Port Hudson, La., May 27, 1863, second battle June 14, 1863; he was under fire 42 days at Port Hudson; defended Fort Hill for a few months before Petersburg, Va. He was never taken prisoner, but was confined at Eastman's college at one time where he escaped by graduating in 1866. His intimate comrades during the war was Lieut. Col. Blair, 15th N. H. Volunteers, Lieut. Durgin, H. Mead, John Brown and Captain Greenough. In 1887 he commenced the scientific method of playing checkers and joined the New York Checker Club the same year, and so well has he applied himself to the task that he now declares he don't care to play any other game. See his excellent stroke problems on another page, also his articles under the name "Psalm Neigh." Mr. Nay has been in the stable business in New York City since the war.



ERASTUS HUNTINGTON, of Kelley's Island, Ohio, for many years devoted his spare time to checkers, and many a neat game and problem have appeared with his signature attached, but for nearly four years nothing has been heard from him In vain we tried to get a word from him to assist in getting notes for a sketch of his life. Mr. Huntington at one time conducted one of the best checker columns in the United States, but owing to failing health discontinued it. He has held many positions of trust, and it was claimed at one time that he held more official positions than any other person known, besides looking after two large stores of his own. In correspondence and problem tournaments he has carried off many prizes. Besides this he has contributed problems, etc., to the literature of the game, not a large quantity, but of good quality. Should he ever return to the game again there will be great rejoicing, for he is as genial a correspondent as his excellent portrait implies.

No. 75 (Sam Nay).

Black

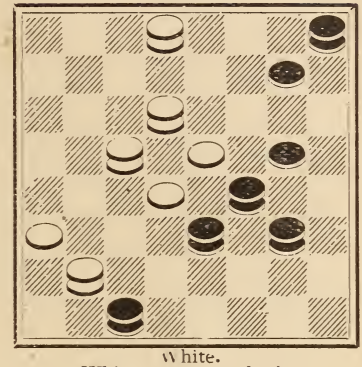


White.

White to move and win.

No. 76 (Sam Nay).

Black

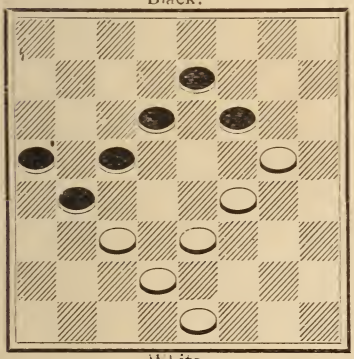


White.

White to move and win.

No. 77 (J. P. Murray).

Black.

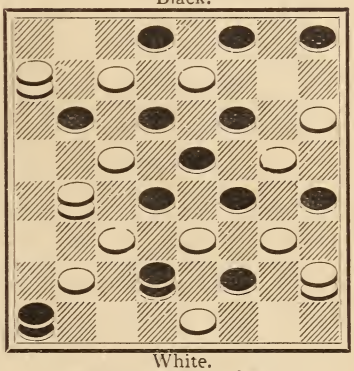


White.

White to move; black draws.

No. 78 (J. Maize).

Black.

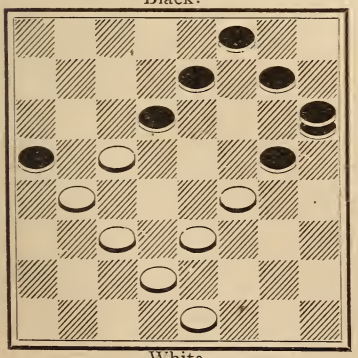


White.

White to move and win.

No. 79 (L. M. Stearns).

Black.

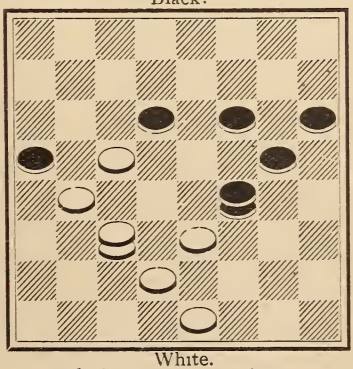


White.

Black to move and win.

No. 80 (L. M. Stearns).

Black.



White.

Black to move; W. wins.

Solutions to Problems.

No. 75. (Sam Nay.)

18 15	30 25	26 17	31 26	5 1
11 18	29 22	13 22	22 31	W. wins.

No. 76. (Sam Nay.)

21 17	15 11	10 15	14 7	7 10
30 21	8 25	19 10	21 14	W. wins.

A capital shot.—F. Dunne and L. M. Stearns.

No. 77. (J. P. Murray.)

22 18	17 21	26 23	10 15	10 7	30 26
11 20	23 18	21 25	19 10	25 30	Drawn.
18 9	7 11	31 27	11 16	7 3	

No. 78. (J. Maize.)

17 21	21 25	25 22	3 8	32 23	28 10-*b*
26 17	19 26	18 25	2 9	4 11	W. wins.
31 26	12 8	7 3	5 32-*a*	23 27	
29 31	3 19	9 18	20 27	31 24	

a—Jump via 30, 30 23, 23 32.

b—24 pieces removed from the board by a continuous capturing play.

No. 79. (L. M. Stearns.)

16 20-*a*	19 16	10 15	22 8	31 26	19 16
31 27	12 19	16 12	13 31	23 19	7 11
8 11	23 16	15 18	27 23	26 23	B. wins.

a—8 11, 22 18, 13 22, 26 17, 16 20, 31 27, etc., draws.

No. 80. (L. M. Stearns.)

10 15	15 18	13 31	31 24	
31 27	22 24	24 28	28 19	W. wins.

The above four problems are Curiosity Checkers.

Game No. 42. "Bristol."

Black, the late FITZIE BARRUS; white, FRED O'MELAY.

11 16	14 18	3 7	31 27	27 23	9 14
24 20	29 25	24 20	32 23	*28 24	7 3
16 19	9 14	7 16	14 17	23 27	14 18
23 16	20 16	20 11	21 14	*24 19	22 15
12 19	5 9	19 23	9 27	27 23	19 10
22 18	27 24	26 19	6 1	*19 15	1 5

10 14	9 13	6 9	27 31–*b*	23 19	10 14
18 15	16 11	15 6	*25 22	*15 10	3 8
7 10	1 5-*a*	8 31	31 27	5 9-*c*	2 7
25 22	*31 27	22 15	*15 11	10 7	Drawn.

NOTES BY O'MELAY.

a—A strong move, Wylie played 18 23 against Taylor and Taylor won.

b—At this point Mr. Barrus claimed a win but I demurred.

c—Mr. Barrus would not allow the neat finish by 19 15, 11 7, 2 11, 30 25, 15 6, 1 10, 4 8, 25 21, 8 12, 22 18, drawn.

Game No. 43, "Unclassified."

Black, E. R. JACQUES. White, W. FLEMING, in 1865.

10 15	24 19	5 14	25 22	15 19	27 24
23 18	15 24	17 10	4 8	17 10	20 27
12 16	28 19	7 14	19 15	19 26	7 11
21 17	6 9	22 17	3 7	31 22	16 20
9 13	30 26	13 22	15 10	16 19	11 16
26 23	11 16	26 10	7 11	7 3	19 23
16 20	32 28	2 7	22 17	8 11	16 19
25 21	9 14	29 25	11 15	3 7	23 26
8 12	18 9	7 14	10 7	11 16	19 23

Fleming won.

Game No. 44, "Whilter."

Black, FLEMING. White, JACQUES.

11 15	3 7	23 16	22 15	19 16	7 10
23 19	29 25	8 12	4 8	12 19	16 20
9 14	7 11	27 23	23 18	15 10	10 7
22 17	31 26	20 27	20 24	6 15	19 23
7 11	1 5	23 19	17 14	13 6	7 16
25 22	22 17	11 20	10 17	7 11	31 26
11 16	2 7	32 23	21 14	6 2	18 11
26 23	25 22	15 24	24 27	8 12	26 10
5 9	16 20	28 19	26 22	2 7	Fleming won.
17 13	19 16	14 18	27 31	12 16	



HERBERT Z. WRIGHT. Born in Lewiston, Me.. Sept. 2, 1858. died March 28, 1894, at Boston, Mass. No name is better known among the annals of draught playing than was that of the late Herbert Z. Wright, champion checker player of New England. He has travelled thousands of miles and played many more thousands of games, and given exhibitions of his wonderful skill all over the United States and Canada. During an exhibition of two weeks in Syracuse, N. Y., he played 200 games, losing but one, for which remarkable performance a local editor dubbed him "Wizard of the Board," by which name he was universally known up to his death. At simultaneous play he was a specialist, and his wonderful memory enabled him to contest 50 games almost as easily as one. As a "lightning player" he had no superior, and against an opponent at Westerly, R. I., he skunked him in 50, 60 and 70 seconds respectively. A good blindfold player, far above the average. Our late friend's affable manners and ready wit made numerous friends for him wherever he went, and he was equally as popular on his route as a letter carrier as he was among the checker fraternity. His exhibitions did much to increase the interest in the game, and the gap made by his untimely death can not easily be filled. The gold medal representing the New England championship was his absolute property, he having held it a year against all challenges.



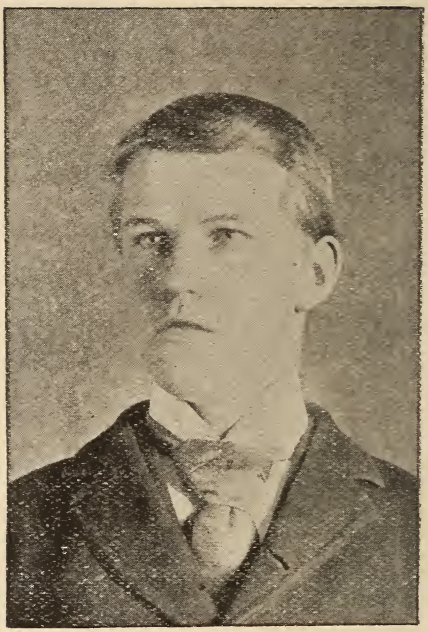
HENRY W. SHANNON, ex-champion draught player of New Hampshire, was born in Orleans county, Vermont, Feb. 9, 1856, and began playing checkers when 23 years of age. while living in Lowell, Mass., and since that time he has met a great many of the leading players acrsss the board with varying success. The following are a few of the most prominent: D. E. Clarke, George M. D. Barnes. W. Harvey, E. G. Morrison, L. F. Mahoney, Henry Shaw. Thomas Leddy and Charles Scribner. In 1889 for the state championship he defeated L. M. Stearns by a score of Shannon 10, Stearns 5, drawn 5, and in 1893 with Arlie L. Oliver for same title Shannon 3, Oliver 7, drawn 10. Mr. Shannon is general manager for the Wheeler & Wilson Sewing Machine Co. in New Hampshire, which does a large business, and has been in the employ of the company for eight years, which speaks well for Mr. Shannon's business ability. When the Chess and Checker club was formed he was elected its treasurer. The portrait above is a correct likeness. which shows him to be a handsome man. The game between Mr. Shannon and W. G. Hill, now state champion, is of first-class order, and deserving of high praise.



JAMES A. KEAR. The excellent portrait above represents the draught player's untiring, devoted friend; the publisher of the Bristol Draught Player in 1878, the International Draught Magazine from 1888 to 1892, Kear's Reprint of Drummond's Works, also Draught Player's Quarterly Review, with a great many smaller works. He can well look back and view with pride his great accomplishments as editor and publisher of Draught Literature. The name of Kear and the D. P. Q. Review is a household word in every scientific checker player's home. The Quarterly Review is the king of all magazines, and should be in every checker player's library. Mr. Kear has been very successful across the board with England's leading players, besides composing numerous problems of a high grade. His son, James Kear, Jr., is also a fine player and problemist and should have been pleased to place his portrait in the book also if it could have been obtained. The Kear family are much respected people and well liked by all.



LUTHER BRADLEY, is a native of the state of Ohio, having been born in Warren county, Feb. 13, 1841. He is the second child of family which was composed of six children, whose father was a physician, and a noted amateur at the game of chess. His father having removed to Anglaize county, much of the time of Luther's earlier years was spent in going to school at St. Marys, the place of his boyhood. When at school an aptitude for writing prose and verse soon began to manifest itself which, in later years, has borne fruit in the way of frequent contributions to various newspapers of the country. Having enlisted in the union army when barely out of his teens, his occupation, for some time following the war, was that of a traveling salesman. In 1875 he married and has since been engaged in farming in Ross county, Ohio. Always having, during the days of his boyhood, a fondness for the game of checkers, it was not until 1884 that he began to study the mysteries of the game as a science. Perhaps starting too late in life to acquire the great efficiency of a professional, yet he ranks among the good amateurs of the country. He has also shown much talent as a composer of problems, as well as an analyst of games.



L. J. VAIR, Ravenna, Ohio, born at Cleveland, Ohio, June 7, 1873. He began playing checkers when 15 years of age, and is especially fond of problems, of which he has composed and published some very nice ones. His cross board practice is limited, so he finds solace in working out problems. He believes that tournaments should be conducted on a more equitable and impartial system than the one now in vogue, and believes that checker players should organize a society and that what are now individual clubs should be divisions or lodges of one great system. Also, he believes in abolishing coaching in matches.

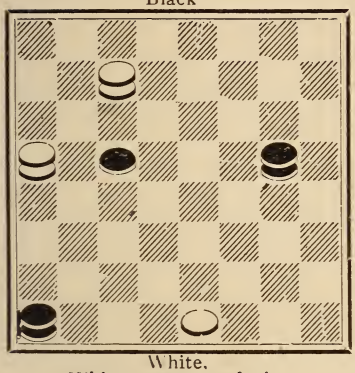
Game No. 45, "Double Corner."

Black, L. J. VAIR. White, a friend.

9 14	24 19	14 21	27 24	9 14	19 10
22 18	15 24	18 15	3 8	26 23	6 15
5 9	28 19	11 18	25 22	2 6	23 19
25 22	4 8	23 5	8 11	17 13	15 18
11 15	22 18	7 11	32 28	14 17	19 15
18 11	8 11	29 25	6 9	31 26	18 22
8 15	21 17	11 15	22 17	10 14	Drawn.

No. 82 (L. Bradley).

Black

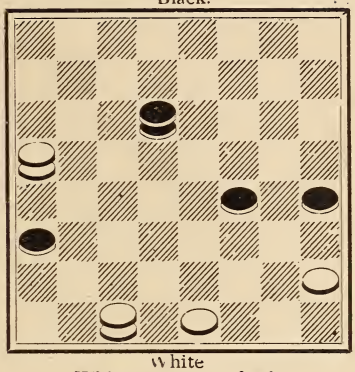


White.

White to move and win.

No. 82 (L. Bradley)

Black.

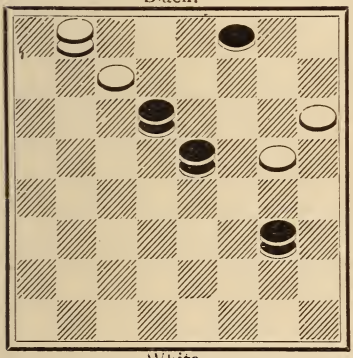


White

White to move and win.

No. 83 (W. F. Larkin).

Black.

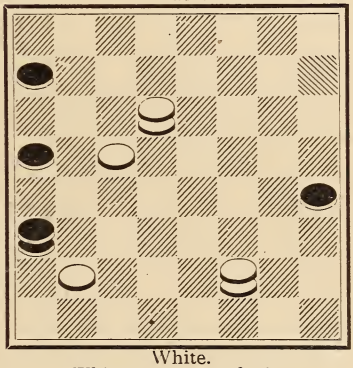


White.

White to move and draw.

No. 84 (L. M. Stearns).

Black.

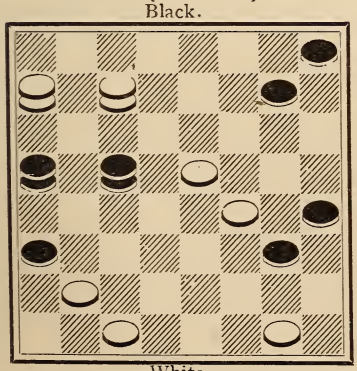


White.

White to move and win.

No. 85 (I. Cohen).

Black.

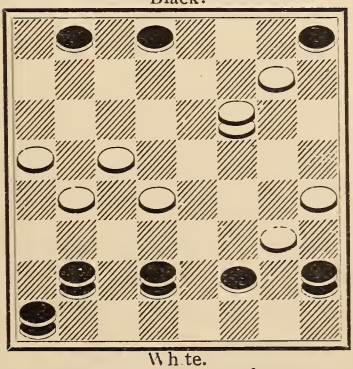


White.

White to move and win.

No. 86 (A. H. Stebbins)

Black.



White.

White to move and win.

Solutions to Problems.

No. 81. (L. Bradley.)

6 10	*10 15	13 17	15 19	31 26	17 21
14 18	18 22	22 25	16 23	23 30	W. wins.

No. 82. (L. Bradley.)

13 17	21 25	31 27	11 15	26 31	
10 15–1	26 30	15 11	22 26	11 15	
30 26	25 29	17 22	15 11	30 26	W. wins.

VAR. 1.

19 23	23 27	10 17	17 26	21 25	
31 26	17 14	26 22	30 32	32 27	W. wins.

No. 83. (W. F. Larkin.)

6 2	16 11	2 7	1 6	12 3
24 20	15 8	10 14	3 10	Drawn.

No. 84. (L. M. Stearns.)

25 22	22 18	14 10	*15 19	15 10
20 24	17 22	5 9	14 7	13 17
27 20	10 15	*20 16	*19 15	10 14
21 17	22 17	17 14	7 2	W. wins.

No. 85. (I. Cohen.)

15 10	13 6	5 1	4 8	32 23	
14 7	30 26	30 16	28 24	8 11	
6 9	21 30	1 28	20 27	23 19	W. wins.

No. 86. (A. H. Stebbins.)

14 9	18 15	17 14	9 6	11 16
28 19	19 10	10 17	1 10	W. wins.

Game No. 46, "Fife."

Black, W. G. Hill; white, H. W. Shannon. Played at Manchester January, 1894.

11 15	28 19	4 8	24 6	14 17	18 14
23 19	13 22	23 18	2 9	31 27	25 22
9 14	25 9	8 11	13 6	17 21	14 10–*b*
22 17	6 13	32 28	1 10	24 19	22 18
5 9	29 25	13 17-*a*	21 17	22 25	19 16
26 23	8 11	22 13	10 14	27 23	18 15

9 13	25 22	15 22	17 10	25 29	16 7
24 20	11 15	19 16	7 14	23 18	15 6
15 24	27 24	12 19	28 24	29 25	7 2
					Drawn.

NOTES BY SHANNON.

a—New to me. *b*—11 15, 19 16 drawn.

Game No. 47, "Switcher."

Black, G. H. FULFORD: white, G. B. Lobban.

11 15	28 19	8 24	23 19-*b*	1 6	15 6
21 17	5 9	13 6	11 15	21 17	12 19
9 13	22 18	2 9	27 24	6 9	6 2
25 21	13 22	27 20	14 18	24 20	7 10
6 9	26 17	4 8	32 28	15 24	22 18
30 25	7 11	25 22	18 25	28 19	Drawn.
9 14	17 13	8 11	29 22	9 14	
24 19	11 15	31 27-*a*	3 7	19 15	
15 24	18 11	9 13	20 16	14 21	

a—In a game played at Springfield, Mass., some years ago, the expert Freeman went 29 25 here and ultimately lost the game.

b—I have no doubt that this move somewhat surprised Mr. Fulford. Indeed, at first sight, it looks exceedingly weak; but from this point to the finish the game is beautifully played.—G. B. L.

Game No. 48, "Glasgow."

Played in the match for the gold medal, emblematic of the championship of New England, between S. Grover and the late H. Z. Wright.

11 15	28 24	19 26	23 19	16 19	15 19
22 17	7 16	30 23	5 9	10 7	27 32
8 11	24 20	15 18	20 16	19 23	19 23
23 19	16 19	22 15	10 15	6 1	31 27
9 14	29 25	10 26	17 10	23 27	23 26
25 22	5 9	31 22	15 24	7 2	27 31
11 16	17 13	6 10	16 11	27 32	1 5
24 20	4 8	13 6	24 27	2 7	9 14
16 23	22 17	2 9	*11 7	32 27	26 30
27 11	8 11	*32 27	27 31	7 10	32 27
7 16	25 22	9 13	7 2	27 32	5 9
20 11	11 15	27 23	12 16	10 15	Wright won.
3 7	26 23	1 5	2 6	32 27	

Game No. 49. "Old Fourteenth."

By L. BRADLEY, Greenfield, Ohio.

11 15	28 24	14 21	13 6	18 25	30 21
23 19	8 11	23 7	1 10	27 23	15 18
8 11	26 23	2 11	29 25	11 16	23 14
22 17	9 14	19 10	10 14 *a*	24 20	19 24
4 8	31 26	6 15	22 17	8 11	28 19
17 13	*11 16	25 22	14 18	13 9	16 30
15 18	20 11	16 19–1	17 13	25 29	Drawn.
24 20	7 16	32 28	3 8	9 6	
11 15	21 17	5 9	25 22	21 25	

a—Only move to draw.

VAR. 1.

3 7–2	29 25	11 16	28 24	31 27	25 22
22 17	16 19	27 23	10 17	23 19	17 26
5 9–3 4	32 28	16 20	19 3	27 24	30 16
13 6	19 23	17 14	27 31	19 16	W. wins.
1 10	26 19	20 27	24 20	12 19	

VAR. 2.

3 8	16 19	15 18	18 22	11 18	
22 17	32 28	24 15	26 23	23 14	W. wins.

VAR. 3.

1 6	16 19–5 6	7 10	10 17	14 26	
24 20	32 28	17 14	26 23	30 7	W. wins.

VAR. 4.

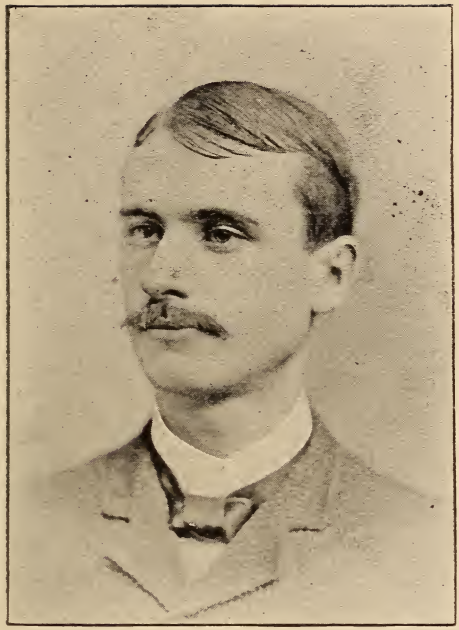
7 10	18 27	5 14	19 24	27 31	
24 20	32 23	17 10	7 3	8 15	
15 18	10 15	15 19	24 27	31 22	
27 23	13 9	10 7	3 8	20 11	W. wins.
29 25	18 14	26 19	9 6		

VAR. 5.

15 19	19 24	11 15	24 27	24 27	
27 23	23 18	13 9	32 23	6 2	
6 10	16 19	19 23	15 24	W. wins.	

VAR. 6.

15 18	5 9	15 22	10 15	31 27	15 18
26 23	32 28	14 5	18 14	1 6	10 15
18 22	10 15	6 10	26 31	11 16	W. wins.
27 24	17 14	23 18	14 10	20 11	
7 10	22 26	22 26	16 19	27 20	
23 18	30 23	5 1	10 7	6 10	



GEORGE H. POWELL, is a native of Vermont, born at Cuttingsville, March 23, 1860. He took no interest in checkers until eighteen years of age, when he began playing, and with such success as to soon be recorded as one of the best players in his native state. In 1879 Mr. Powell edited a small checker column in the Plattsburg (N. Y.) Republican, and in 1880 a similar one in the Vermont Watchman. In 1881 he removed to Boston, Mass., and established a checker column in the Yankee Blade that was one of the best that has appeared in the United States. When Barker and Wylie played their match at Boston, October 1882, for the world's championship, Mr. Powell was chosen to act as referee by mutual consent, and served to the satisfaction of all parties. When the Boston and Providence teams met Mr. Powell succeeded in defeating every one of his opponents, and was the only player in either team that did not lose at least one game. He never plays for money, just for the pleasure and glory derived from it. Mr. Powell is a young gentleman of fine culture and excellent business and social connections. Of late years he has not been able to give the game any attention owing to his business connections, yet the old love of the noble game is still within him. His old friends would gladly welcome him back with the same activity of his former checker days, with his masterpieces of games and problems.



CHARLES W. SCRIBNER. Born August 23, 1848, at Raymond, N. H. There is no player in the state who has played more games than the genial subject of our sketch. As a professor of vocal music he travels a large part of his time and meets a great many players, and has been quite successful with most of them, only lowering his colors to such players as Clarke, Oliver and champion Hill. His first scientific lessons on the game was received from his cousin. His talent in the musical profession has long been recognized as one of the best. A genial associate, one who will win a game quietly, and laugh heartily when he is caught in a trap by his checker opponents. The game below was played by correspondence and is quite interesting.

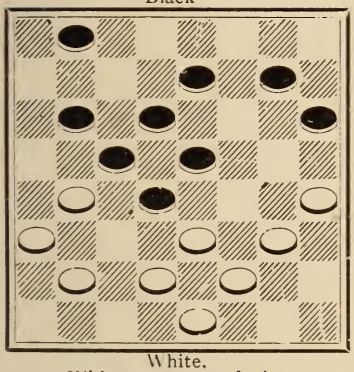
Game No. 50, "Kelso."

Black, WM. LEWIS: white, C. W. SCRIBNER.

10 15	15 22	4 8	8 12	2 7	7 11
21 17	25 9	23 16	31 27	22 18	9 5
11 16	5 14	8 12	12 19	14 17	10 15
17 13	29 25	32 27	27 23	18 14	18 14
8 11	16 19	12 19	11 16	6 10	16 20
24 20	23 16	27 23	20 11	23 18	14 10
9 14	12 19	3 8	7 16	17 21	Drawn.
22 18	27 23	23 16	25 22	14 9	

No. 87 (J. Wylie)

Black

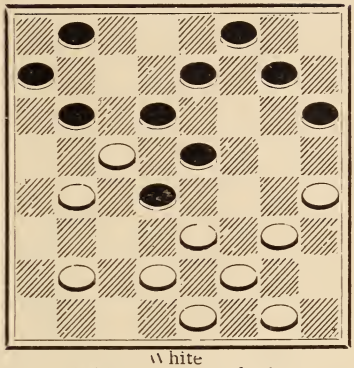


White.

White to move and win.

No. 88 (J. Wylie)

Black

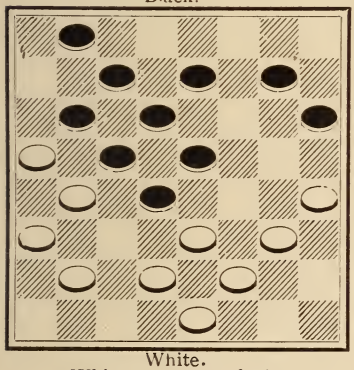


White

White to move and win.

No. 89 (C. Hefter).

Black.

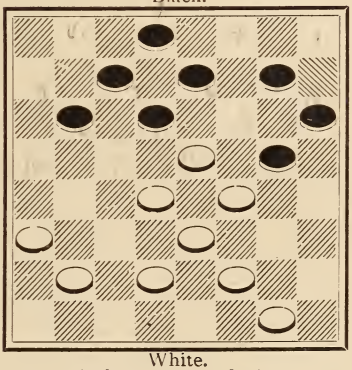


White.

White to move and win.

No. 90 (G. H. Powell).

Black.

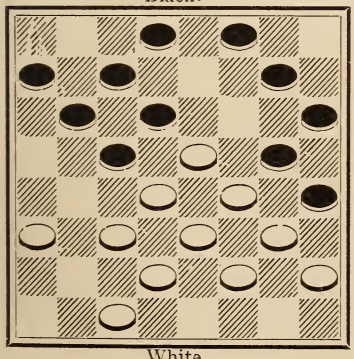


White.

Black to move and win.

No. 91 (A. Schaefer).

Black.

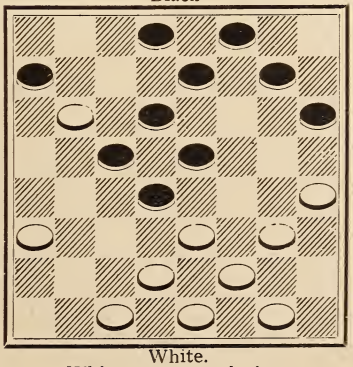


White.

Black to move and win.

No. 92 (R. D. Yates).

Black.



White.

White to move and win.



E. R. JACQUES. The late E. R. Jacques was born in the city of Toronto, Ontario, on September 2. 1833. He was educated at Milton High School and took up the profession of school teaching, which he followed for about fifteen years. He commenced his career as a draught player in Scarboro, and was an ardent and enthusiastic student of the game. He was the founder of the celebrated Scarboro Draught Club, and held the position of president for years, and the phenomenal success of this club was due to his ability and zeal in the game. He was long recognized as Canada's greatest player. He died of consumption February 9, 1872, at Malvern, Ont.

Game No 51, "Cross."

Black, W. FLEMING; white. the late E. R. JACQUES.

11 15	14 23	12 16	18 23	5 9	6 15
23 18	26 19	24 20	25 22	17 14	13 6
8 11	7 14	16 19	14 18	10 17	1 10
27 23	19 15	20 16	29 25	15 11	25 22
4 8	11 18	2 7	7 11	8 15	17 26
23 19	22 15	17 13	16 7	28 24	30 7
10 14	14 18	9 14	3 10	19 28	W. wins.
19 10	21 17	31 26	22 17	26 10	Bowen's cross.

Game No. 52, "Bristol."

11 16	9 14	4 8	8 11	3 8	12 19
24 20	18 9	27 24	28 24	30 26	27 20
16 19	5 14	7 11	11 15	6 9	18 27
23 16	25 22	24 15	29 25	24 19-*a*	31 6
12 19	8 12	11 18	2 7	15 24	1 10
22 18	22 17	32 27	26 23	20 16	17 13

a—Solution to problem No. 87. Wylie won.

Game No. 53, "Switcher."

11 15	17 14	13 22	29 25	6 9	27 20
21 17	10 17	26 17	11 15	24 19-*a*	18 27
9 13	21 14	15 18	30 26	15 24	31 6
25 21	6 10	24 20	2 6	20 16	1 10
8 11	22 17	4 8	28 24	12 19	26 22

Wylie won.

a—Solution to problem No. 88.

Game No. 54, "Irregular."

11 15	5 9	16 23	7 11	2 7	18 27
23 19	17 13	27 11	29 25	24 19-*a*	31 15
8 11	3 8	8 15	15 18	15 24	10 19
22 17	22 17	28 24	32 27	20 16	17 3
9 14	11 16	4 8	11 15	12 19	Hefter won.
25 22	24 20	26 23	30 26	27 20	

a—Solution to problem No. 89.

Game No. 55, "Second Double Corner"

11 15	9 13	4 8	1 6	3 7	3 7
24 19	18 14	29 25	25 22	30 25	18 9
15 24	10 17	6 9	5 9	9 14-*a*	13 17
28 19	21 14	26 22	22 18	18 9	21 14
8 11	11 16	9 18	7 10	5 14	6 13
22 18	25 21	22 15	31 26	22 18	Powell won.

a—Solution to problem No. 90.

Game No. 56, "Single Corner."

11 15	24 19	4 8	26 22	11 16	22 18
22 18	8 12	18 15	7 11	25 22	3 7
15 22	27 24	9 14	22 18	9 13-*a*	18 9
25 18	16 20	29 25	1 5	18 9	13 17
12 16	32 27	5 9	31 26	5 14	Schaefer won.

a—Solution to problem No. 91.

Game No 57, "Single Corner"

11 15	4 8	5 14	11 15	15 24	14 18
22 18	25 22	22 17	13 9	20 16	6 2
15 22	10 15	6 10	1 5	12 19	7 11
25 18	24 20	28 24	9 6-*a*	27 20	2 6
8 11	9 14	15 18	2 9	18 27	Yates won.
29 25	18 9	17 13	24 19	31 6	

a—Solution to problem No. 92.

Game No. 58, "Second Double Corner"

Black, C. H. FREEMAN; white, ISIDOR COHEN.

11 15	11 16	20 24	1 5	12 19	11 15
24 19	29 25	27 20	18 9	23 7	8 3 *a*
15 24	16 20	9 13	5 14	3 10	15 19
28 19	18 15	18 9	25 22	20 16	3 7
8 11	4 8	11 27	8 11	2 7	19 24
22 18	22 18	32 23	30 26	16 12	21 17
10 14	7 11	5 14	6 9	7 11	14 21
25 22	26 22	22 18	19 16	12 8	7 5
					W. wins.

a

26 23	23 16	8 3	3 7	7 10	10 15
15 19	10 15	14 18	18 25	15 19	19 24

and 15 18, white now wins by commanding square 18 and bringing his man on 16 to square 5 and capture the piece on 9.—I. Cohen.

Game No. 59, "Whilter."

Black, J. W. EDGERLY; white, A. POLLAK.

11 15	5 9	2 7	5 14	18 25	25 30
23 19	17 13	26 22-*a*	22 17	27 2	9 5
9 14	3 7	14 18	23 26	15 18	30 26
22 17	29 25	23 14	30 23	17 14	5 1
7 11	1 5	9 18-*b*	12 16	10 17	26 22
25 22	22 17	17 14	23 19	21 14	24 20
11 16	7 11	16 23	16 23	8 12	22 17
26 23	31 26	14 9	25 22	13 9	W. wins.

NOTES BY POLLAK.

a—Springing a trap.

b—Taking the bait. Some years ago Mr. Brown and myself analyzed the above play and showing it to Dr. Schaefer he said some of the play could be found in Baker & Reed's "Alma."

Game No. 60, "Switcher."

Black, ISIDOR COHEN; white, H. N. PILLSBURY.

11 15	24 19	11 16	22 18	2 11	7 11
22 17	15 24	32 28	6 9	19 15	16 20
8 11	28 19	7 10	31 26	18 22	23 18
25 22	10 17	14 7	13 17	15 8	27 31
9 13	25 21	3 10	18 15	22 31	14 9
17 14	11 16	30 25	9 13	8 3	31 26
10 17	21 14	1 6	15 11	31 24	18 14
21 14	8 11	25 21	14 18	28 19	20 24
4 8	22 18	10 14	21 14	20 24	14 10
29 25	16 20	18 9	13 17	3 7	24 27
6 10	26 22	5 14	11 7	24 27	10 7
					Drawn.

Game No. 61, "Single Corner."

Black, S. J. SIMPSON; white, J. F. RATHBON.

11 15	10 15	10 17	2 6	10 14	14 17
22 18	25 22	22 13	24 19	22 18	25 21
15 22	12 16	15 22	15 24	6 9	17 22
25 18	21 17	26 17	28 19	13 6	21 17
8 11	8 12	9 14	3 7	1 10	22 26
29 25	27 24	17 10	26 22	18 9	17 13
4 8	7 10	6 15	7 10	5 14	26 31
24 20	17 14	31 26	32 28	30 25	B. wins.

Game No. 62, "Bristol."

Black, W. G. HILL; white, L. M. STEARNS.

11 16	25 22	14 17	26 22	6 10	16 7
23 18	5 9	21 14	17 26	25 21	3 10
8 11	26 23	10 17	19 15	10 15	21 17
18 14	16 20	31 26	10 19	18 14	14 21
9 18	29 25	6 10	23 16	15 18	27 24
22 8	9 14	24 19	12 19	14 10-*a*	Drawn.
4 11	22 18	2 6	30 16	7 14	

a—very neatly finished.—A. C. R.



ISIDOR COHEN, New York, N. Y. This promising player, though young in years, is showing a rare ability as a checker player, and no doubt before many years will convince the admirers of the game that he can play checkers. He has won games from some of the best talent of his native city, and also the game on another page that he so skillfully won from the Yates of today, Clarence H. Freeman, is glory enough even for players of years of study, could they accomplish the same. He has contributed a number of meritorious problems to the Brooklyn Eagle with deserving comment on the neatness of the solution. Mr. Cohen will no doubt be heard from in match play at some future day.

Game No. 63, "Second Double Corner."

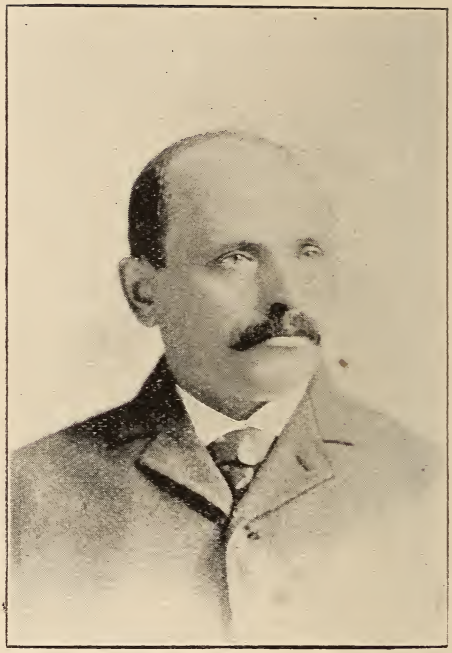
Black, J. BROWN; white, ISIDOR COHEN.

11 15	18 9	4 8	27 20	6 15	31 26
24 19	5 14	29 25	10 15	23 19	2 6
15 24	25 22	8 11	17 10	15 24	Drawn.
28 19	11 15	25 22	7 14	32 28-*a*	
9 14	22 18	11 15	22 18	3 8	
22 18	15 22	30 26	15 22	28 19	
8 11	26 17	15 24	26 10	8 11	

a—Forms problem No. 94 of this book.



A. J. DE FREEST, checker editor of the New York Clipper, was born in 1858 at Troy, N. Y. He commenced to play checkers in 1878, and at the death of Ira D. Sweet took charge of the draught column of the Clipper and has made a marked improvement in the arrangement of the games over the old way of a column for the black moves and a column for the white moves, as it formerly was. Mr. De Freest has played with some of the best talent in the world. With M. C. Priest out of 10 games, one each and 8 drawn. In the New York tournaments, among such leading lights of the checker world as Dr. Schaefer, Coakley, Dempster, Clouser, McEntee (John and James), Johntry, W. Colgan, Maxwell and a number of lesser lights. Dr. Schaefer won first prize and De Freest won second prize, a notable victory. The date of Mr. De Freest's score with M. C. Priest was made when the latter was on his way from Philadelphia to Boston to play C. F. Barker for the American championship. Priest was in fine playing form at this time.



AMIDIE POLLAK. Born in the city of Rheims, France, September 23, 1850. Some eighteen months afterwards his parents were forced to leave France, as an active opponent of Napoleon, "Coup d,etat," and came to America, settling down in the city of New York. In 1886 he took up the game of checkers as a pastime, and has since been able to hold his own with the best of them. He never played a match or published a score, only playing the game to take up his attention during leisure hours. His business is that of a tobbacconist, at 404 East 23rd street, New York, N. Y.. and his store is headquarters for checker players and every one are welcome from 2 p. m. till late at night. Any lover of the game who by chance or intention should find himself in New York. could not do himself a greater or more lasting benefit than to call upon Mr. Pollak at his address above. He will be much pleased to see you.



JOHN JOHNTRY. Born in the city of New York January 11, 1848. He had a natural love for the game early in life, and today ranks as one of the best in his native city. As a correspondence player he has no superior, and is at present engaged in the final contest of the New York World's great correspondence tournament with Mr. M. E. Pomeroy, which has settled down to these two skillful players after many rounds, and the result of the final score is awaited with interest. There was a large entry to this tournament, but all had to succumb to the superior playing of Johntry and Pomeroy. In cross board play Mr. Johntry has an enviable record. and has made a name for himself and the city of his birth unequalled only by a few in the state. Without the genial subject of this brief sketch in the New York tournament, would be regarded as out of the question. He is always there and merrily goes the game. The portrait above is an exact copy of the photo, and shows Mr Johntry to be quite handsome.



WILLIAM COLGAN of New York City, is a native of Scotland, but has made his home in the great and busy city of New York so long that he thoroughly loves the country of his adoption. As a checker player he is one of New York's best. In 1891 he won first prize in the N. Y. C. tourney. In Scotland some years ago he played W. Campbell a match, also won the second prize in a tournament out there. In four sittings with James Wylie he scored as follows: First, 1 draw; second, Wylie 1, Colgan 0, drawn 1; third, Wylie 3, Colgan 0, drawn 1; fourth, drawn 2; total, Wylie 4, drawn 5.

Game No 64, "Cross."

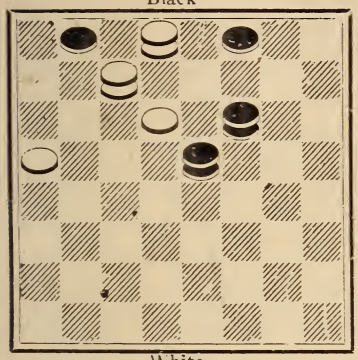
Black, J. P. REED; white, W. COLGAN.

11 15	19 10	20 27	23 19	5 9	18 2
23 18	7 14	17 10	9 13	22 18	11 25
8 11	26 19	4 8	30 26	3 7	19 15
27 23	11 16	32 23	14 18	26 22	25 29
10 14	19 15	2 7	28 24	7 11	2 7
23 19	16 20	25 22	18 25	24 20	1 6
14 23	22 17	7 14	29 22	9 14	7 2

Colgan won.

No. 93 (J. Johntry)

Black

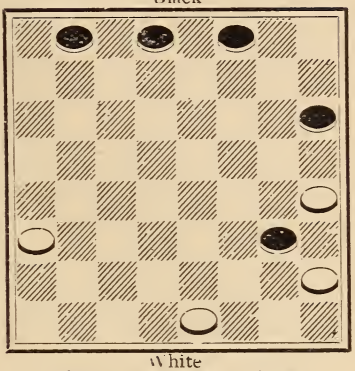


White.

White to move; B. to win.

No. 94 (I. Cohen)

Black

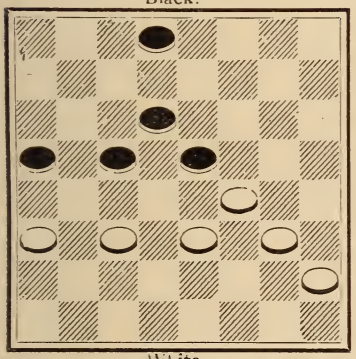


White

Black to move; W to draw

No. 95 (A. Gulde).

Black.

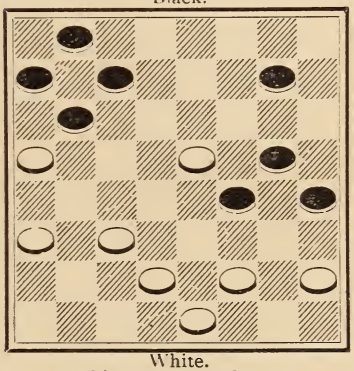


White.

Black to move and draw.

No. 96 (R. W. Patterson).

Black.

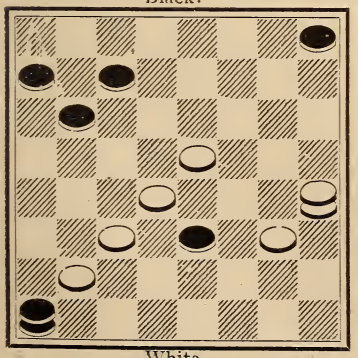


White.

White to move and win.

No. 97 (L. J. Vair).

Black.

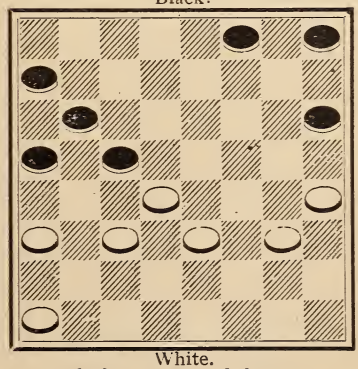


White.

White to move and win.

No. 98 (E. R. Jacques).

Black.



White.

Black to move and drawn.

Solutions to Problems.

No. 93. (J. Johntry and a friend.)

6 9	9 14	14 5	5 9	9 5	
15 6	6 9	11 15	15 18	18 14	B. wins.

No. 94. (I. Cohen.)

24 27	2 7	12 19	1 6	7 10	10 15
31 24	20 16–1	24 15	*21 17	15 11	28 24
					Drawn.

VAR. I.

24 19	28 24	13 9	6 2	6 10	20 11
7 11	6 9	14 17	22 26	31 27	27 20
21 17	17 13	9 6	2 6	10 14	11 8
1 6	9 14	17 22	26 31	11 16	20 16
					B. wins.

No. 95. (A. Gulde.)

2 7	23 18	15 24	18 11	21 25	2 6
21 17	7 11	28 19	10 14	7 2	30 25
14 21	24 20	11 15	11 7	25 30	Drawn.

No. 96. (R. W. Patterson.)

22 17	6 15	17 14	15 18	31 15	
8 12	13 6	10 17	26 23	16 19	
15 10	1 10	21 14	19 26	15 10	W. wins.

No. 97. (L. J. Vair.)

18 14	15 10	24 19	22 15	20 25	
9 18	6 15	15 24	29 22	W. wins.	

No. 98. (The late E. R. Jacques.)

4 8	8 11	13 17	3 8	11 27	
24 19	19 15–1	22 6	18 9	Drawn.	

VAR. 1.

29 25	19 15	15 10	10 6	20 11	23 16
3 8	12 16	8 12	*11 15	15 19	14 23
					Drawn.

Game No. 65, "Defiance."

Black, M. C. PRIEST; white, A. J. DE FREEST.

11 15	6 9	12 19	10 15	14 21	25 22
23 19	25 22	23 16	13 6	23 7	23 19
9 14	9 13	8 11	1 10	3 10	22 26
27 23	24 20	27 23	30 26	26 23	3 7
8 11	11 15	2 6	15 18 *a*	21 25	26 23
22 18	32 27	22 17	31 27	12 8	7 16
15 22	15 24	13 22	10 15	25 30	23 27
25 9	28 19	26 17	16 12	8 3	16 11
5 14	4 8	6 9	7 10	30 25	W. wins.
29 25	19 16	17 13	21 17	27 24	

a—No draw after this move.—A. J. De Freest.

Game No. 66. "Ayshire Lassie."

Played in the New York World correspondence tourney.

Black, M. E. POMEROY; white, JOHN JOHNTRY.

11 15	7 10	3 7	9 14	17 22	22 15
24 20	24 19	*26 22	18 9	18 14	10 1
8 11	15 24	14 17	11 18	22 25	8 11
28 24	28 19	21 14	25 22	23 18	9 6
9 13	1 6	10 26	18 25	25 30	2 9
32 28	18 15	31 22	29 22	19 15	13 6
6 9	11 18	7 11	5 14	30 26	11 16
23 18	22 15	23 18	27 23	14 9	20 11
10 14	4 8	13 17	14 17	26 22	15 8
26 23	30 26	22 13	22 18	15 10	Drawn.

*—The position at this stage is the same as Robertson's Guide, var. 236 at fifth move given as a black win.—J. J.

Game No. 67, "Bristol."

Black, C. F. BARKER; white, late H. Z. WRIGHT.

11 16	18 15	13 22	29 25	14 21	27 24
23 18	7 10	25 9	7 11	23 7	20 27
16 20	22 17	5 14	21 17	2 11	32 7
24 19	9 13	31 27	11 18	19 16	W. wins.
10 14	27 23	3 7	26 22	12 19	



The late W. H. BROUGHTON. **J. WYLIE.**

James Wylie, the veteran draught player and champion of the world, and the late Capt. W. H. Broughton of Portland, Maine. The above portrait was taken in 1873, during the great Lancaster Hall match, one of the most exciting matches ever played.

JAMES WYLIE, Champion of the World.

THIS Grand Old Man, who is nearly 74 years of age, was born at Piershill Barracks, near Edinburg, Scotland, on the 6th of July, 1820, and as editor of the Draught's World has said here cannot but be a peculiar charm and fascination about the busy and eventful life and career of such a champion as James Wylie, who is familiarly known as the "Herd Laddie." In 1834, sixty years ago, he commenced the study of draughts, and it would take many pages to enumerate all the matches played by the veteran champion, yes a large sized book could easily be filled, and for an extended sketch which is being published in parts each month, see the Draughts World During his career as a player he has visited this country several times, with won derful success, beating nearly all of America's best, with the exception of the late R. D. Yates and C. H. Freeman, and with C. F. Barker a tie match in 1882. He has many warm friends in this country, and none more so than the author. His games and problems are sought for with great eagerness by all grades of players, some of which appear in this work, the solutions of which show the master mind.

The late CAPT. W. H. BROUGHTON.

THE subject of this sketch was born in Naples, Me., in 1846 and removed to Portland, where he resided at his death, which occurred Jan. 27, 1882. As a checker player he was one of the best, and champion of his state. He also had wonderful powers as a blindfold player, astonishing all who witnessed his marvelous performances with several players with as many different boards, and without sight of board or touching the pieces he could win and draw games with great celerity. With C. F. Barker at Lewiston in 1878 a very exciting match resulted in one game each and ten drawn. He was one of the youngest and bravest of officers in the civil war. Through the kindness of Mrs. Broughton, the widow, we are enabled to give the portraits of Mr. Broughton and James Wylie, taken while playing their match in 1873, of which Wylie won.

THE OLD CHECKER BOARD.

'Tis a checker board, but oh, so old,
The squares are worn quite dim from view;
Its history will remain untold,
Of the days when it was bright and new,
And the fingers that moved the men along
To each king row in play,
And formed positions, both weak and strong,
Are moldering now in clay.

—JOHN J. BARKER.



WILLIS GRANT HILL, champion checker player of New Hampshire. was born in Granville, Vermont, Feb. 12, 1872. At the age of 4 years his parents removed to New Hampshire. where he has since resided. When Willis had reached the age of 7 his mother died, and for a few years it was a "rocky road," without a mother's loving care and guidance, but he persevered and gradually improved his condition relative to his future in life, until today at the age of 22 years, he is a popular clerk in the large hardware establishment of John B. Varick & Co., Manchester, N. H., and is a general favorite with all. In 1886 he became interested in the game through the Derry News checker column, and the editor, L. M. Stearns, at once enlisted the boy as his pupil, and so quickly did he acquire the scientific points of the game that he at once named him the "Boy Wonder of the East," Percy M. Bradt at that time being the "Boy Wonder of the West." At the age of 15 he tied J. E. Barron of Haverhill, Mass., by a score of one each and a draw. In 1888 in a match by correspondence he defeated J. E. Bonney of Hamilton, N. Y., 2 to 0, 8 drawn, and later in a match with the noted expert W. L. Brown of Evanston, Ill., he was defeated in a close hot contest. Some two years ago he lost his excellent checker library by fire, but even with this drawback the statement made by the checker editor of the Derry News that Willie would be champion of New Hampshire inside of five years is proved true, (see that paper dated March 21, 1890). In the same month with H. W. Shannon he scored 3, Shannon 4, drawn 16. Mr. Hill is a careful player with steady nerves.

The New Hampshire Championship Games.

Played between Arlie L. Oliver and Willis G. Hill of Manchester, N. H., April, 1894, for the state championship and $50 a side. The games were played at Manchester, N. H., in the parlor of the West Side Club House, and the match was won by Hill. Mr. Oliver resigned at the finish of the nineteenth game, the score standing as follows: Hill 4. Oliver 2, drawn 13. Mr. Hill was congratulated on all sides as Mr. Oliver was without doubt the best expert on the game in the state up to this time. Herman Hayes acted in the capacity of referee, E. E. Bean time-keeper for Hill, and Mr. Collins for Oliver. The stakes were held by the sporting editor of the Manchester Daily Mirror. The games are first-class, and fully up to, if not better, than the average of any match of the same number of games that has been chronicled in the records of scientific playing, and they will be as a guiding star to the checker players of the world long after the projectors of them have played their last game.—L. M. Stearns.

First Game, "Fife"

THE NOTES ON THE GAMES ARE BY CHAMPION HILL.

Oliver's move.

11 15	8 11	6 15	10 15	10 15	31 26
23 19	25 22	32 28	27 23	2 6	13 9
9 14	4 8	1 6	19 26	27 31	26 22
22 17	22 17	17 14	31 22	17 13	16 11
5 9	13 22	15 19	15 19	15 19	22 17
26 23	26 17	23 16	*22 17	6 10	11 7
9 13	2 6	12 19	6 10	19 23	17 14
30 26	24 20	21 17	13 9	10 7	9 5
13 22	15 24	7 10	19 23	8 12	Drawn.
25 9	28 19	14 7	9 6	7 16	
6 13	10 15-*a*	3 10	23 27	12 19	
29 25	19 10	17 13	6 2	20 16	

a—A new move to me.

Second Game, "Switcher."

Hill's move.

11 15	10 17	11 15	7 11	10 14	32 27
21 17	21 14	22 18 *a*	26 23	2 6	18 14
9 13	13 17	15 22	12 16	15 18	11 15
25 21	22 13	26 17	18 14	6 9	14 10
8 11	6 9	5 9-*b*	3 7	18 27	15 19
24 19	13 6	23 18	17 13	9 18	10 15
15 24	2 27	9 13	6 10	16 19	27 24
28 19	32 23	30 26	14 9	13 9	15 18
11 15	4 8	13 22	10 15	19 23	24 27
17 14	29 25	26 17	9 6	18 22	Drawn.
15 24	8 11	1 6	7 10	27 32	
27 20	25 22	31 26	6 2	22 18	

a—A strong move.

b—1 6 is a better move.

Third Game, "Fife"

Oliver's move.

11 15	6 13	15 24	15 18	10 15-*c*	31 26
23 19	29 25	28 19	24 19-*b*	20 16	21 17
9 14	8 11	11 15	18 27	14 18	26 22
22 17	25 22	27 24	32 23	22 17	17 13
5 9	4 8	10 14-*a*	8 11	18 23	15 19
26 23	22 17	19 10	19 16	17 14	13 9
9 13	13 22	6 15	12 19	23 26	22 18
30 26	26 17	17 10	23 7	16 11	14 10
13 22	2 6	7 14	3 10	26 31	19 24
25 9	24 20	31 26	26 22	11 7	Drawn.

a—A surprise party.

b—32 27 looked good here, but time being called before being satisfied of the final result I played a safe line.

c—1 6 forces 22 17, but is not as safe as the move in the text.

Fourth Game, "Whilter."

Hill's move.

11 15	20 27	10 19	22 25	6 15	10 14
23 19	16 7	26 22-*b*	11 8	13 6	7 10
9 14	2 11	19 23	25 29	1 10	22 17
22 17	31 24	16 12	8 4	4 8	10 15
7 11	4 8	8 11	29 25	24 28	17 22
25 22	24 19-*a*	22 18	4 8	8 11	13 9
11 16	15 24	11 16	3 7-*c*	15 19	23 26-*e*
27 23	28 19	18 15	8 4	11 16	30 23
5 9	11 15	16 20	25 22	18 22	14 18
17 13	19 16	25 22	12 8	17 13	23 14
8 11	12 19	14 18	22 18	19 24	22 17
29 25	23 16	22 17	8 3-*d*	16 11	32 23
16 20	15 18	18 22	20 24	24 27	17 26
19 16	22 15	15 11	3 10	11 7	Drawn.

a—New to me, and is not given in Lee's Guide.

b—An odd move.

c—Throwing away the advantage. 25 22 is better if not a win.

d—17 14, 1 5, 8 3, 6 10, 13 6, 18 2, B. wins.

e—A brilliant ending to a long tedious game lasting three hours and twenty-three minutes.

Fifth Game, "Old Fourteenth."

Oliver's move.

11 15	9 18	18 23	8 12	10 14	19 24-*e*
23 19	30 26	26 19	15 11	11 15	21 17
8 11	5 9	11 18	18 22	22 26	30 25
22 17	*32 28	19 16	11 8	15 10	9 6
4 8	*18 23	12 19	23 26	31 27	2 9
17 13	27 18	24 15	8 4	10 17	13 6
15 18	15 22	18 22	26 30	27 18	23 18
24 20	25 18-*a*	25 18	4 8	13 9	6 9
11 15	10 14-*b*	14 23	30 26	18 23	25 22
28 24	18 15	28 24-*c*	8 11-*d*	19 15	17 13
8 11	11 18	9 14	6 10	12 19	Oliver won.
26 23	19 15	24 19	31 27	17 13	
3 8	7 11	14 18	26 31	26 30	
23 14	29 25	20 16	27 23	15 10	

a—Drummond played 26 17 as starred move, but I ventured the move in the text.

b—I overlooked the full effect of this move.

c—I think 20 16 is safe for a draw, but seeing that 28 24 followed 23 27, would allow a draw by 24 19, 27 32, 31 27, 32 16, 20 4, 2 7, 4 8, 7 11, 15 10, 6 15, 13 6, 1 10, 21 17, drawn.

d—16 11, 26 23, 19 16, 12 19, 11 7, 2 11, 8 24, 22 25, B. wins.

e—If 30 26, white would draw neatly by 10 6, 1 10, 9 6, 2 9, 13 24. Time of game, three hours.

Sixth Game, "Switcher."

Hill's move.

11 15	10 17	4 8	7 10	14 17	22 26
21 17	25 21	27 24	14 7	2 6	4 8
9 13	1 6	16 20	5 14	17 22	26 31
25 21	21 14	23 18	7 2	11 8	16 11
8 11	6 10	20 27	22 26	23 18	19 16
24 19	30 25	31 24	32 28	6 10	11 7
15 24	10 17	8 11	26 31	15 19	24 28
28 19	25 21	24 20	28 24	20 16	8 11
11 16	2 6	12 16	31 27	18 15	16 20
17 14	21 14	19 12	24 19	10 6	10 6
10 17	6 10	10 15	27 23	19 24	3 10
21 14	22 17	17 13	19 16	8 4	6 15
6 10	13 22	15 22	11 15	15 19	Drawn.
29 25	26 17	13 9	16 11	6 10	

Seventh Game, "Old Fourteenth."

Oliver's move.

11 15	8 11	18 22	11 16	31 27-*a*	21 30
23 19	26 23	25 18	20 11	23 18	23 19
8 11	9 14	10 15	7 16	16 23	16 23
22 17	31 26	19 10	32 28	7 2	18 14
4 8	5 9	6 22	*2 6	6 9	10 17
17 13	21 17	23 18	18 15	13 6	2 7
15 18	14 21	7 10	22 26	12 16	1 10
24 20	23 5	24 19	15 11	29 25	7 21
11 15	15 18	3 7	26 31	23 26	Drawn.
28 24	26 23	27 23	11 7	30 23	Neat finish.

a—James Wylie played 10 15 at this point with J. A. Kear. The 31 27 is new to me.

Eighth Game, "Switcher."

Hill's move.

11 15	4 8	11 16	27 23	10 14	11 15
21 17	29 25	20 2	18 14	1 5	20 16
9 13	8 11	3 8	23 19	23 27	26 31
25 21	22 18	2 9	14 10	6 9	16 12
8 11	13 17-*a*	5 32	8 11	14 10	31 27
24 19	25 22	19 15	10 1	9 13	12 8
15 24	6 10	1 6	19 10	10 15	27 23
28 19	22 13	28 24	13 9	5 9	17 13
11 15	10 17	32 27	11 15	15 11	21 25
17 14	31 27	24 20	9 6	13 17	22 17
10 17	2 6	27 24	15 18	12 16	Drawn.
21 14	32 28	26 23	6 2	30 26	
15 24	17 21	24 27	18 23	16 19	
27 20	23 19	23 18	2 6	26 22	

a—New to me.

Ninth Game, "Cross."

Oliver's move.

11 15	6 10	10 26	16 19	32 27	2 6
23 18	19 15	31 22	23 16	15 11	7 2
8 11	11 18	7 10	12 19	18 23	6 9
27 23	22 6	25 21	32 27	11 8	21 17
10 14	1 10	8 11	14 18	23 26	22 26
23 19	26 23	24 19	27 24	8 4	2 6
14 23	3 7	11 16	19 23	26 30	13 22
19 10	25 22	22 18	24 19	4 8	6 13
7 14	4 8	10 14	23 27	30 26	26 23
26 19	29 25	18 9	15 10	8 11	11 7
9 13	14 17	5 14	27 32	26 22	Drawn.
30 26	21 14	19 15	19 15	10 7	

Tenth Game, "Switcher."

Hill's move.

11 15	17 14	6 10	27 23	7 16	26 23
21 17	15 24	25 21	6 9	22 15	19 26
9 13	27 20	10 17	23 16	13 17	17 14
25 21	10 17	21 14	12 19	20 11	26 31
8 11	21 14	1 6	32 28	17 21	14 10
24 19	4 8	30 25	2 6	25 22	6 9
15 24	29 25	11 15	18 15	21 25	10 6
28 19	8 11	23 18	9 18	22 17	31 27
11 15	31 27	15 19	15 11	25 30	Hill won.

Eleventh Game, "Double Corner."

Oliver's move.

9 14	13 22	20 27	4 11	7 10	2 9
22 18	25 18	32 23	21 17	15 6	13 6
5 9	6 13	11 16	11 16	1 10	26 31
24 19	18 14	29 25–*b*	18 15	17 13	6 2
11 16	10 17	17 22	16 19	10 15	31 27
26 22	21 14	25 21	23 16	27 23	23 19
8 11	13 17	16 20	12 19	19 26	15 24
22 17	27 24	19 15	31 27	30 23	28 19
9 13-*a*	16 20	7 11	3 7	22 26	Drawn.
18 9	23 18	15 8	14 9	9 6	

a—Lee's Guide gives 16 20 and a starred move.

b—A desperate move, but appears to be sound.

Twelfth Game, "Single Corner."

Hill's move.

11 15	23 16	8 11	17 13	15 24	14 10
22 18	8 12	29 25	11 16	26 23	2 6
15 22	27 23	9 14	26 22	18 22	12 8
25 18	12 19	18 9	14 18	23 18	3 12
12 16	23 16	5 14	22 17	22 26	10 7
24 19	4 8	25 22	16 19	31 22	15 18
16 20	32 27	11 15	30 26	24 31	22 15
19 15	6 10	22 17	19 24	18 14	6 9
10 19	16 12	7 11	28 19	10 15	Hill won.

Thirteenth Game, "Edinburgh."

Oliver's move.

9 13	22 15	5 9	27 18	10 17	23 18
22 18	10 19	26 23	20 27	21 14	31 26
11 16	24 15	9 14	32 23	20 24	18 14
25 22	4 8	22 18	7 11	27 20	26 22
16 20	25 22	1 5	31 27-*a*	6 10	14 10
29 25	7 10	18 9	11 16	15 6	22 18
8 11	23 19	5 14	30 26	2 27	10 7
18 15	3 7	23 18	16 20	26 23	Oliver won.
11 18	28 24	14 23	18 14-*b*	27 31	

a—Loses, 30 26 is the correct play.

b—If 26 22, black wins by 2 7, 21 17, 7 11.

Fourteenth Game, "Whilter."

Hill's move.

11 15	16 23	10 19	15 18	11 15	15 24
23 19	26 19	17 10	29 25	23 19	20 16
9 14	8 11	6 15	8 11	5 9	10 14
22 17	22 17	27 23	25 22	19 16	17 10
7 11	4 8-*a*	18 27	18 25	12 19	6 15
25 22	31 26	32 7	30 21	24 20	13 6
11 16	15 18	3 10	2 6	19 24	1 10
17 13	19 15	21 17	26 23	28 19	Hill won.

a—Lee's Guide plays 3 7 at this point.

Fifteenth Game, "Whilter."

Oliver's move.

11 15	31 26	6 10	23 14	12 16	19 23
23 19	16 20	13 6	31 26	14 10	3 8
9 14	19 16	15 18	32 23	11 8	10 7
22 17	12 19	22 15	26 12	2 7	32 28
5 9	23 7	10 26	14 10	8 3	23 19
26 23	2 11	6 2	12 16	7 11	8 11
8 11	26 23	26 31	10 7	16 19	7 3
17 13	15 18	27 23	4 8	11 15	1 5
3 8	22 15	20 27	21 17	19 23	24 20
25 22	10 26	2 7	16 11	15 19	Drawn.
11 16	30 23	8 11	7 2	23 27	
29 25	11 15	7 16	8 12	28 24	
7 11	25 22	14 18	17 14	27 32	

Sixteenth Game. "Old Fourteenth."

Hill's move.

11 15	13 6	15 31	20 16	19 23	5 1
22 17	2 9	26 22	14 21	28 24	14 10
8 11	26 22	12 19	7 14	27 20	27 23
17 13	1 6	22 8	21 25	18 27	25 30
4 8	32 28	14 17	14 9	25 30	2 6
23 19	3 8	21 14	6 10	11 7	10 15
15 18	30 26	10 17	9 6	30 26	6 10
24 20	9 13	25 21	10 14	7 2	15 6
11 15	19 16	17 22	6 10	22 25	1 10
28 24	12 19	8 3	14 17	29 22	20 24
8 11	23 16	7 10	10 14	26 17	10 15
26 23	13 17	21 17	17 21	13 9	24 28
9 14	22 13	5 9	14 18	17 14	Drawn.
31 26	8 12	3 7	32 17	9 5	
6 9	24 19	9 14	16 11	21 25	

Seventeenth Game, "Denny."

Oliver's move.

10 14	4 8	10 19	7 11	24 28	32 27
22 18	22 17	24 15	22 18	17 13	24 20
7 10	11 16	6 13	1 5	28 32	8 11
24 19	32 28	23 18	27 23	14 10	1 6
11 16	9 13	3 7	19 24	5 9	27 24
26 22	18 9	29 25	28 19	10 1	6 10
8 11	5 14	16 19	20 24	9 14	24 6
28 24	19 15	25 22	21 17	18 9	9 2
16 20	13 22	2 6	13 22	11 27	Hill won.
30 26	25 9	18 14	26 17	31 24	

Eighteenth Game, "Glasgow."

Hill's move.

11 15	3 7	8 11	2 7	31 27	26 17
23 19	28 24	26 23	27 24	8 11	21 5
8 11	7 16	19 26	18 27	19 23	6 9
22 17	24 20	30 23	20 16	11 15	13 6
11 16	16 19	11 15	12 19	23 26	1 19
24 20	25 22	29 25	24 15	15 18	Drawn.
16 23	9 14	5 9	10 19	26 30	
27 11	17 13	32 28	17 3	25 22	
7 16	4 8	15 18	27 31	30 26-*a*	
20 11	22 17	31 27	3 8	18 15	

a—Forces a neat draw.

Nineteenth Game, "Edinburgh."

Oliver's move.

9 13	16 20	18 23	26 22-*a*	16 19	21 17
22 18	24 19	2 6	10 6	2 6	11 7
11 16	20 24	11 16	31 26	3 7	17 14
18 14	19 15	6 10	6 2	6 2	7 3
10 17	11 16	16 20	26 23	7 11	22 25
21 14	23 19	17 13	15 10	2 7	3 8
8 11	16 23	22 25	23 16	11 15	25 30
25 21	26 19	30 21	13 9	7 10	8 11
11 15	2 7	24 27	5 14	23 18	14 18
24 19	15 10	31 24	10 26	31 27	11 16
15 24	13 17	20 27	16 19	18 22	19 23
27 11	10 6	10 15	26 22	10 14	27 31
7 16	1 10	27 31	19 15	22 25	30 25
29 25	18 15	21 17	28 24	14 17	16 19
4 8	9 18	23 26	12 16	15 18	25 30
25 22	15 6	17 14	22 26	20 16	19 26
8 11	17 22	26 30	15 18	25 21	30 23
22 18	21 17	14 10	26 31	17 13	13 9-*b*
6 9	7 11	30 26	18 23	18 22	Drawn.
28 24	6 2	32 28	24 20	16 11	

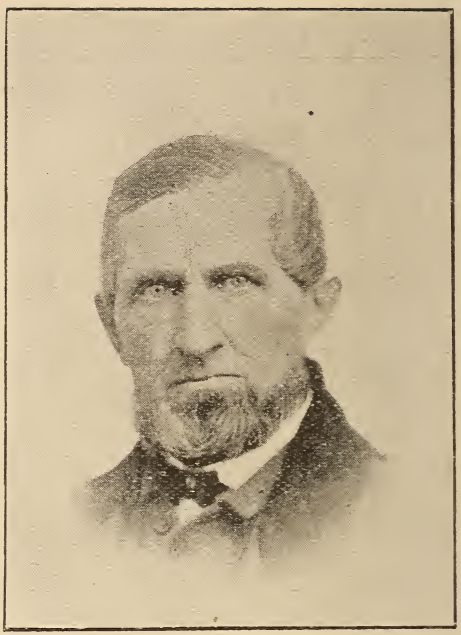
a—If 26 23, 28 24, is the best reply.

b—The best game of the match.



ARLIE L. OLIVER.

Ex-champion Draught Player of New Hampshire.



SETH W. PARSHLEY. The subject of our sketch, who at one time held a prominent place among the checker players of America, was born at Dover, N. H., December 26, 1811, and died Jan. 31, 1871, on what is known now as the Noble farm, owned by C. A. Norton, Derry, N. H. Previous to Mr. Parshley's locating in Derry he resided in Boston, Mass., where he was proprietor of an oyster house. Here it was that he met and played with the best talent in America, among whom were the noted experts, Mr. Littlefield of Boston and A. J. Drysdale of New York. Mr. Parshley defeated Drysdale, and it was considered a great victory, as Littlefield had gone down before the powerful attack of the New Yorker, and he (Parshley was called in to do him up. After locating in Derry, N. H., they sent for checker experts from every section of New England, and occasionally one from New York, but to no purpose, Mr. Parshley beat them all. There are a few checker players in Derry at the present time that played many games with the veteran Parshley, among whom are Capt. N. H. Brown, George Horne and W. P. Horne, and all of these gentlemen assert that Mr. Parshley was undoubtedly one of the best players of his day.

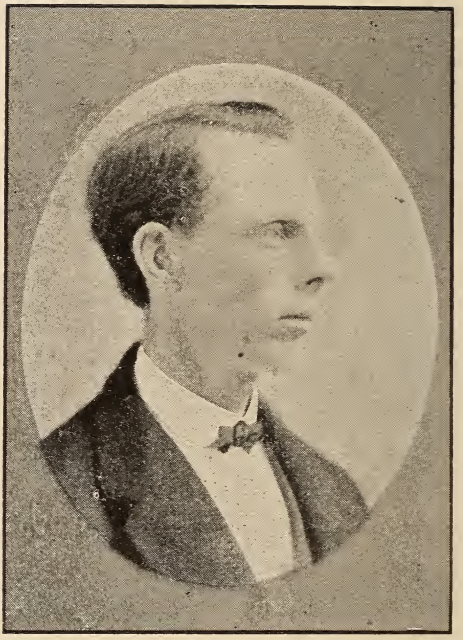


JOSEPH BROWN, Woonsocket, R. I. The checker player who has not heard of the subject of our sketch is because he became acquainted with the game since Mr. Brown retired from active work as checker editor of the famous columns in the Woonsocket Reporter. Mr. Brown won much fame during his career as editor from 1885 to 1891, and it was the general comment that Brown's checkers was good enough for all. In cross board play he could hold his own with most of them in his native state, but failing eyesight compelled him, much against his will to relinquish the game. It was the writer's good fortune to be the guest of Mr. Brown for several days in August, 1891, and the courtesies extended to us by him will never fade from our memory. Genial Joe would compose a problem occasionally, but did not care so much about them. His business is that of druggist, he having two large stores to attend to in Woonsocket, which keeps him very busy.

Game No. 68, "Second Double Corner."

Black, J. BROWN; white, J. HILL.

11 15	25 22	10 15	32 28	1 5	22 13
24 19	16 20	19 10	11 16	22 18	14 18
15 24	22 17	7 14	28 24	3 7	23 14
28 19	4 8	30 25	9 13	18 9	16 32
8 11	17 13	6 10-*a*	18 9	5 14	14 9
22 18	8 11	13 6	5 14	25 22	Drawn.
11 16	26 22	2 9	24 19	13 17	



ROLAND EDWIN BOWEN. Born in Milbury, Mass., July 5, 1837, died Jan. 21, 1883. It was a great loss to the checker fraternity when this brilliant analyst, author and publisher passed from earth. But the works of the famous Bowen will live on as long as checker playing is indulged in. His Cross, Bristol and Fife books had an unprecedented sale, and soon every copy was gone. The second edition of Bristol and Fife was issued by Clouser of Philadelphia, but the Cross is still out of print, copies selling as high as $7 each, a premium of $6. Mr. Bowen contributed many games and problems to the various papers and magazines. He was postmaster of Milbury for a number of years and was a most generous and kind-hearted gentleman, and without doubt the most esteemed and popular player in the United States.



R. HARBOTTLE.

J. SMITH. J. L. RICHMOND.

[From a photograph by Messrs. Downey & Son, South Shields, England.]

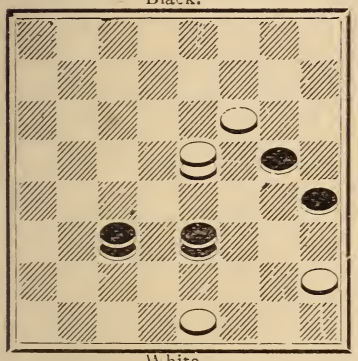
JOHN L. RICHMOND was born at Wingate, near Durham, England, Sept. 27, 1859. He acquired a strong liking for the game at 19. and began the study of problems and games, and after a course of hard study he could beat the local talent. Later he became acquainted with the late J. Smith, then champion of England, and it was through the latter's instruction that Mr. Richmond is now recognized as one of the best in that country. After defeating his teacher, as he eventually did, he played even with R. Martins and J. P. Reed. His greatest exploit was a friendly match with James Wylie in 1891, score Richmond 3, Wylie 1, drawn 8. In 1892 he defeated W. Campbell by 3 to 0, 3 drawn. For the past eleven years Mr. Richmond has held a very responsible position at Marsden colliery, South Shields, and has under his charge a large number of men and boys. His pleasant and unassuming way make him a favorite with all. The draught column of the Northern Weekly Leader has been under his supervision as editor since the death of J. Smith. The column is considered the best in England.

JAMES SMITH. Born at Birmingham, England, February, 1860. At an early age he showed wonderful aptitude and skill at the game of draughts, and under the tuition of Jahez Grice Smith, while yet in his teens, met and defeated every player of note in the north of England. Out of 14 matches he lost but one and that to W. Beattie of Liverpool. In 1884 he won the title of English champion. In 1886 he was called to play by a challenge from A. Jackson, resulting in a victory for Smith. He was a quiet gentleman, pleasant and agreeable, making numerous friends for him wherever he went. His death occurred in February, 1890, of paralysis.

R. HARBOTTLE, one of England's most noted players. Sorry not to have a sketch of this fine gentlemanly player.

No. 99 (J. A. Kear, Jr.)

Black.

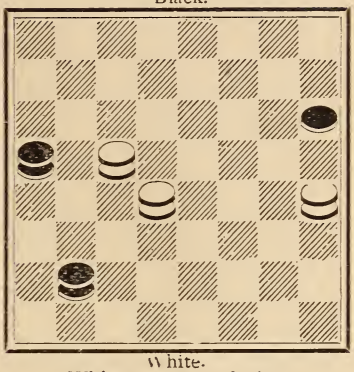


White.

Black to move and win

No. 100 (Fred Allen)

Black.

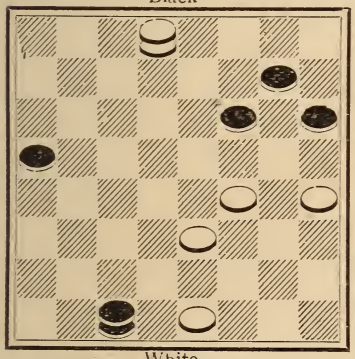


White.

White to move and win.

No. 101 (Fred Allan).

Black

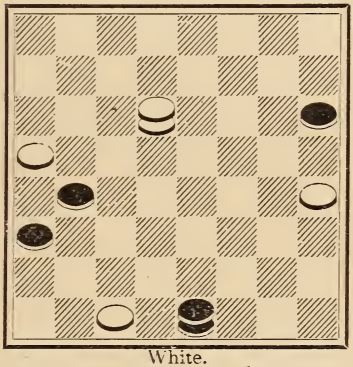


White.

White to move and win.

No. 102 (J. A. Kear, Sr.).

Black.

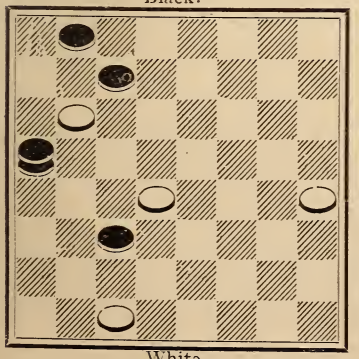


White.

White to move and win.

No. 103 (James Bescot).

Black.

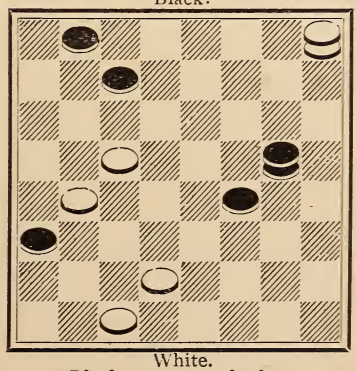


White.

Black to move and win.

No. 104 (E. A. Jondreau).

Black.



White.

Black to move and win.

Solutions to Problems.

No. 99. (J. A. Kear, Jr.)

16 19	*22 18	19 28	24 19	14 10	16 12
15 24	24 20	20 16	12 8	7 3	4 8
20 27	23 19	28 24	18 14	19 16	10 15
31 24	28 24	16 12	11 7	8 4	B. wins.

No. 100. (F. Allen.)

20 24	24 20	14 10	10 15	15 24	24 19
12 16	16 19	13 17	17 22	22 15	W. wins.

No. 101. (F. Allen.)

31 26	17 21	9 13	29 25	26 22	25 29
13 17	6 9	25 29	17 21	29 25	18 15
2 6	21 25	13 17	25 29	23 18	11 25
					W. wins.

No. 102. (J. A. Kear, Sr.)

10 14	17 22	30 26	22 25	14 17	31 22
					W. wins.

No. 103. (J. Beecot.)

6 10	13 9	1 5	10 14	22 35	14 17
9 6	6 2	2 7	18 15	30 21	B. wins.

No. 104. (E. A. Jondreau.)

16 11	26 22	23 27	26 23	5 14	9 6
17 13	19 23	30 26	6 10	18 9	10 15
1 5	22 18	11 7	14 9	7 11	6 2
					B . wins.

Game No. 69, "Kelso."

Black, H. Z. WRIGHT; white, M. F. CLOUSER.

10 15	15 24	6 10	12 19	11 15	1 6
22 18	28 19	24 20	23 7	25 22	11 7
15 22	9 14	11 15	2 11	15 19	24 27
25 18	29 25	32 28	26 23	23 16	31 24
11 15	4 8	15 24	3 8	12 19	14 18
18 11	25 22	28 19	22 17	20 16	22 15
8 15	8 11	7 11	8 12	19 24	10 28
24 19	27 24	19 16	30 25	16 11	Drawn.

Game No. 70, "Cross."

Black, MASTER LEWIE BROWN; white, L. M. STEARNS.

11 15	26 19	9 13	25 18	3 7-*b*	8 3
23 18	7 14	26 22	5 9	30 25-*c*	10 15
8 11	19 15	7 11-*a*	29 25	10 14	3 7
27 23	11 18	24 20	6 10	19 15	9 13
4 8	22 15	18 23	15 6	23 26	7 10
23 19	14 18	28 24	1 10	15 8	15 19
10 14	21 17	11 18	24 19	14 23	10 15
19 10	2 7	22 15	8 11	25 21	19 24
14 23	31 26	13 22	25 22	7 10	Drawn.

NOTES BY STEARNS.

a—18 23, 22 18, 13 22, 15 10 gives white a good game.

b—This move is the best, and Master Brown (only 14 years of age) is deserving of great credit, as the older players who were looking on thought he did not take the best.

c—22 17. 9 13, 17 14, 10 17, 19 15, 17 22, 15 8, 22 26, 8 3, 7 11, 3 8, W. wins.

Game No. 71, "Denny."

Black, J. H. BAILEY, London; white, D. L. MCCAUGHIE, Pollakshans.

10 14	16 20	11 16	2 9	8 11	3 7
22 18	26 22	17 13	18 15	29 25	21 17
11 16	4 8	14 17	9 14	11 15	14 21
24 19	22 17	13 6	15 6	25 22	32 28
8 11	6 10	17 26	1 10	7 11	W. wins.
28 24	25 22 *a*	31 22	22 17	17 13	

a—Leaves the books.

Game No. 72, "Switcher."

By JAMES LEES, Delmellington, England.

11 15	10 17	15 18	2 6	8 12	11 18
21 17	21 14	24 20	32 27	17 13	20 2
9 13	6 10	18 22	6 9	10 17	10 14
25 21	22 17	23 18	28 24	13 6	2 6
8 11	13 22	4 8-*a*	12 16	1 10	W. wins.
17 14	26 17	27 23	24 19	18 15	

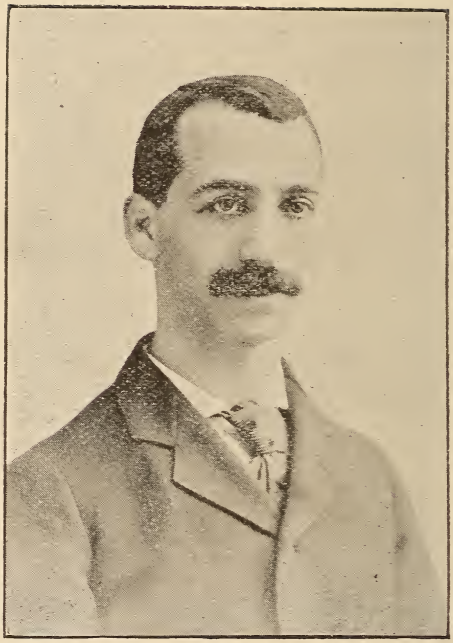
a—Weak if not a loss; 3 8 draws.

JAMES P. REED.

BORN at Pittsburg, Pa., Feb. 19, 1859. He first began playing checkers in 1874, and within a few months was sufficiently advanced to easily defeat all local players. In 1876 when R. Martins, ex-champion, made his trip through America Reed contested 26 games with him with the score: Martins 8, Reed 2, drawn 16. In 1878 Reed challenged M. C. Priest of Philadelphia to play for the championship of Pennsylvania, but Priest gave the question no attention, whereupon Reed accepted an offer to play Charles Hefter at Chicago. This match resulted in a victory for Reed, score: Reed 11, Hefter 10, drawn 29. Mr. Priest then agreed to play and demonstrated his superiority at Wilmington, Del., in September, 1878. Reed was not satisfied and again challenged Priest. The second contest was in Pittsburg, October, 1878, and resulted, Reed 12, Priest 6, drawn 27. Twice during 1881 Mr. Reed went to Boston to play Charles F. Barker for the American championship and lost both contests, the score each time being 4 to 1. During James Wyllie's second visit to America Reed played him 20 games, score: Wyllie 3, Reed 1, drawn 16. In June, 1886, he defeated the late H. Z. Wright at Pittsburg 7 to 0 and 23 drawn. January, 1887, Reed visited Great Britain and gave exhibitions in several cities. He also contested friendly matches with J. L. Richmond, Wm. Campbell, the late James Smith and J. G. Lewis. The scores in the first three were even but Reed won from Lewis. In an off-hand sitting with James Ferrie Reed was beaten 4 to 1. On his return to America he met Dr. Schaefer in a match of 20 games, score: Reed 3, Schaefer 0, drawn 16. December, 1887, he played M. C. Priest at Philadelphia and defeated him easily, score: Reed 7, Priest 1, drawn 17. In September, 1887, Barker again forced Reed to resign in a match of 50 games at Pittsburg. A short time after he accepted an invitation to visit Chicago, and he became associated with Charles Hefter and E. T. Baker in the American Checker Review. He challenged C. F. Barker to play for the American championship at Chicago, which match he won by 9 to 7 and 44 drawn. He then challenged James Wyllie (who was then in Australia at the time) to play for the world's championship. The defi was accepted and articles signed. Money was posted with the late A. J. Dunlap of the Turf. Play was to begin at Chicago April 1, 1891. Wyllie failed to arrive, going to England instead, and the referee awarded the money and title to Mr. Reed. He was soon challenged by Mr. Barker. They played at Chicago September, 1892, and Reed was badly worsted. The score was 5 to 0 and 23 drawn. He soon after returned to Pittsburg, where he has since been employed in a printing office at his trade. Mr. Reed is the acknowledged blindtold checker champion of the world, and is also champion of America, he having won the title from C. F. Barker in 1889 and has held it since.



D. KIRKWOOD. Born in 1840 at Edinburgh, Scotland. His first book was obtained in 1862, but played as a recreation from 1850. In 1863 he played blindfold with great success. During his residence in Birmingham, England, between 1861 and up to 1873 he played a great many games, but not in any professional sense. In the year 1873 he came to the United States and played occasionally for a few years, until he took up his residence away from the city of Boston, the opportunity for practice was lessened and for fourteen years has almost relinquished the game. The name of Kirkwood however is yet to be seen in the recent publications. The American Checker Review for April, 1894, has a few of Mr. Kirkwood's excellent problems. The excellent likeness above was obtained through the kindness of J. A. Kear, Sr.



CHARLES HEFTER.

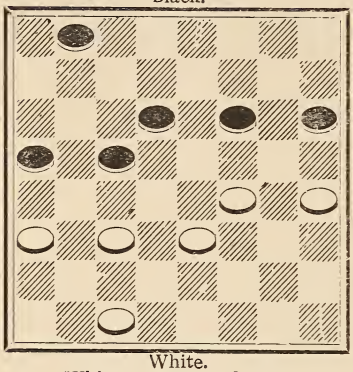
Problem editor of the American Checker Review and a world-famed problemist and expert player.

CHARLES HEFTER.

THE subject of our sketch was born at Mobile, Alabama, Nov. 28, 1860. He began the study of draughts when about 12 years of age, and under the tutelage of Mr. J. Riedy rapidly advanced as a cross board player until all the local and Illinois players acknowledged his superiority. About this time he encountered Charles F. Barker in a series of games, the score being Barker 5, Hefter 2, drawn 18. In later years they further played 3 wins each and 6 draws. He journeyed East when but 17 years old defeating among others Messrs. Freeman, Hill, Bowen, Bowdish, Bugbee and Irwin, making even scores with C. F. Barker, Kirkwood, Littlefield and Merry, suffering defeat only from the world's champion, the late R. D. Yates. He subsequently lost a match to James P. Reed of Pittsburg, score: Reed 11, Hefter 10, drawn 29. As an analyst and critic he was an enthusiastic contributor to American and European draughts columns and magazines for years. As an editor he had charge of the Chicago Post checker column when but 14 years old, assisted on the Chicago Sunday Tribune column, also the Cleveland Sunday Sun column, but crowned his efforts in this branch of our game when associated with James P. Reed and E. T. Baker in editing the American Checker Review. He contributed the American section to Gould's Book of Matches. As a problemist he has been a most successful prize winner in the tourneys of the Wild Oats, the Cleveland Sun, the Leeds Mercury and the Liverpool Mercury. His compositions are almost exclusively of the end game order, neat, yet always interesting and critical. Of late his spare time is chiefly devoted to cross board play, his defeat of Mr. Freeman during 1893 being a notable victory.

No. 105 (C. Hefter).

Black.

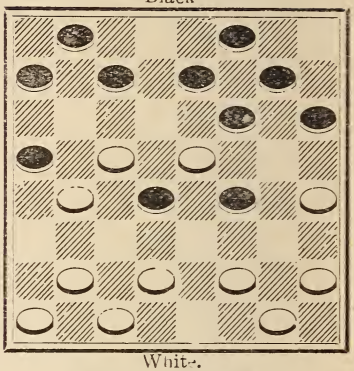


White.

White to move and draw.

No. 106 (C. Hefter).

Black

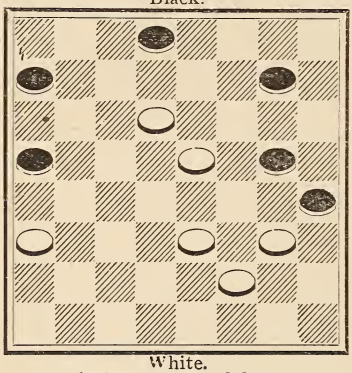


White.

White to move and win.

No. 107 (C. Hefter).

Black.

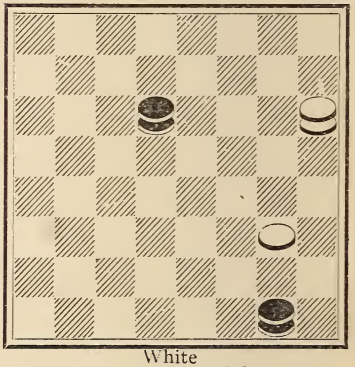


White.

Black to move and draw.

No. 108 (C. Hefter).

Black.

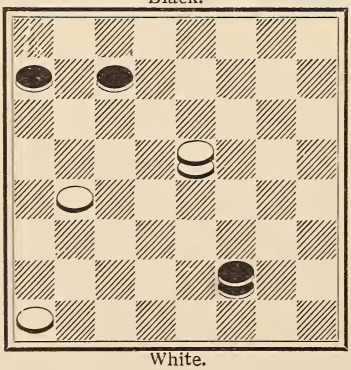


White

White to move and draw.

No. 109 (C. Hefter).

Black.

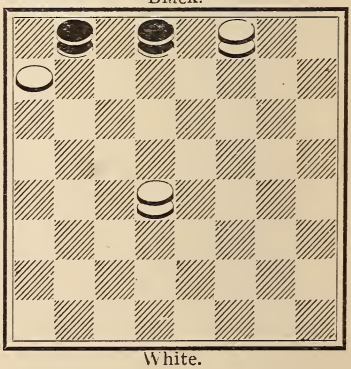


White.

Black to move; W. wins.

No. 110 (C. Hefter).

Black.



White.

White to move and win.

Game No. 73, "Double Corner."

By CHARLES HEFTER, Illinois.

9 14	25 22	6 15	31 24	14 21	12 8
22 18	8 11	27 24	2 7	22 18	25 30
5 9	22 18	16 20	32 27	13 17	8 3
24 19	11 16	23 19	7 14	30 26	15 18
11 15	29 25	20 27	27 23	12 16	*26 22
18 11	7 11	19 10	3 7	19 12	17 26
8 24	25 22	14 23	24 20	10 15	23 19
28 19	10 15	26 19	7 10-*a*	18 14	Drawn.
4 8	19 10	9 13	1–21 17–*b*	21 25	

a—Forms problem No. 105.

b—Solution to problem No. 105.

VAR. 1.

22 18	19 16	11 8	3 7	15 19	20 16
1 5	12 19	10 14	26 30	30 26	32 27
18 9	23 16	8 3	7 11	19 15	16 11
5 14	14 18	18 23	*19 24	26 17	27 31
30 26	16 11	26 22	11 15	15 10	11 7
11 15	15 19	23 26	24 28	28 32	17 22

Hefter beat C. H. Freeman.

Game No. 74, "Centre."

Blacks, C. F. BARKER; white, CHARLES HEFTER.

11 15	10 17	16 19	9 13-*a*	7 14	11 18
23 19	21 14	26 22	26 23–*b*	27 23	32 14
8 11	11 16	7 11	13 22	19 26	Hefter won.
22 17	19 15	31 26	23 16	30 23	
15 18	4 8	2 7	12 19	18 27	
17 14	24 20	22 17	14 10	25 2	

a—Forms problem No. 106.

b—Solution to problem No. 106.

Game No. 75. "Kelso."

By CHARLES HEFTER.

10 15	25 21	7 16	22 18–*b*	16 19	26 23
21 17	6 9	18 11	6 9	18 15	19 26
11 16	17 14	9 25	18 14-*c*	7 16	30 23
23 18	16 19	29 22	9 18	31 27	12 16
8 11	27 23	3 7	23 14	4 8	28 24
24 20	11 16-*a*	32 27	19 23	14 10	
9 13	20 11	1 6	27 18	16 20	

And now we have problem No. 108.

a—Mr. Calvert tried to draw here by 12 16 but failed.

b—Mr. Huntington showed a win here by 27 24.

c—Willie Gardner showed a win here by 27 24.

Here is the way M. C. Priest and James Adam, the celebrated blindfold plaper of Arnot, Pa., played the ending:

8 12-*d*	24 15	2 11	6 1	27 18	7 10
15 11	12 16	15 8	32 27	8 3	Priest won.
5 9	27 23	24 28	1 5	16 19	
23 18	20 24	10 6	9 14	3 7	
16 19	11 7	28 32	18 9	19 23	

d—This move first attracted the attention of the critics and on page 140 of The Board Mr. W. A. Jones of Lockport, N. Y., claimed a draw by 5 9, but gave no play. Dr. J. Stayman of Leavenworth, Kansas, first disagreed with Mr. Jones and offered the following play to sustain the win:

*5 9	2 7-*a*	8 12-1	9 14	7 10-*b*
10 6	6 1	24 19	15 11	1 6 W. wins.

a—If 9 14 then 24 19, W. wins.

VAR. 1.

9 14	8 12	7 10-2	
24 19	15 11	1 6	W. wins.

VAR. 2.

14 18	18 22	22 26	26 31	
11 2	2 6	6 10	1 6	W. wins.

b—This move did not please other critics and on page 165 we find Messrs. Gormley, Kelly, Calvert, "Amateur" and Jones all crying in unison that the Kansas doctor had made an error in his diagram, and that black could draw as follows:

14 18-*c*	18 22	22 26	26 31	
11 2	19 15	23 18	Drawn.	

c—Notwithstanding the unanimity of opinion regarding the value of this move Mr. Hefter dissented, and on page 174 he reviewed the problem and offered the following:

*5 9	6 1	8 12	11 2	22 26	
10 6	9 14-6	15 11	17 22	2 6	
2 7-7	24 19-4	13 17-*e*	19 15	26 31	Drawn.

e—If 7 10, then 1 6 wins; if 14 18 W. wins as follows:

14 18	18 22	22 26	26 31-3	31 15	
11 2	*2 7	1 6	7 10	10 19	W. wins.

VAR. 3.

26 30	27 24	27 32	18 15	27 24
7 11	20 27	23 18	26 31	20 27
30 26	11 20	32 27	15 10	W. wins.

VAR. 4.

1 6	7 10	24 19–5	*14 18	Drawn.

VAR. 5.

15 11	16 19	16 12	22 26	24 19
8 15	23 16	18 22	8 3	26 31
6 9	14 18	12 8	15 18	19 15 Drawn.

VAR. 6.

8 12	15 10–*f*	7 14	1 6	W. wins.

f—A cute correction of the doctor's play.

VAR. 7.

8 12	6 1	2 6	*24 19	22 26
15 11	13 17	5 1	17 22	6 15
9 14	1 5	6 10	1 6	W. wins.

At the conclusion of this play Mr. Hefter remarked the above position is so puzzling that I shall feel surprised if not criticized. The corrections and queries were as follows:

1st.

Var. 5, 15th move, 3 7 for 19 15 wins, James Murray. Mr. Hefter sustained the draw by 10 14 for 26 31 at the 14th move.

2nd.

Trunk, fourth move, for 6 1 play:

15 10	9 13	14 9	31 26–*g*	10 15
7 14	6 10	22 26	2 7	16 20
6 2	14 18	9 6	26 23	7 11
13 17	23 14	26 31	27 18	8 12
2 6	17 22	6 2	20 27	11 16
				W. wins. Thos. Finn.

g—8 12, 2 7, 16 19 draws easily here.

3rd.

"Amateur" requested a continuation of var. 7, and was accommodated as follows:

26 31–9	11 8	31 24	15 11	W. wins.

VAR. 9.

26 30	30 26	26 31	20 27	
15 18	18 9	27 24	19 15	W. wins.

Game No. 76, "Alma."

By Andy Sheean, No. 79, A. C. R.

11 15	15 19	11 15	25 30	17 13	9 14
23 19	30 26	20 11	19 16	12 8	16 19
8 11	10 14	28 32	30 25	13 9	14 18
22 17	17 10	23 16	6 2	8 12	15 11
3 8	6 15	12 28	25 21	25 22	22 17
17 13	13 6	26 23	2 7	12 8	11 16
11 16	1 10	9 14	14 18	23 26	17 14
25 22	21 17	11 7	7 11	15 18	16 11
16 23	5 9	6 10	17 22	22 15	14 10
27 11	17 13	7 2	10 15	11 18	19 16
8 15	2 6	14 17	18 23	26 30-*a*	10 15
29 25	32 27	2 7	16 12	8 11	11 8
4 8	19 24	10 14	22 25	30 25	18 23
22 17	28 19	7 10	12 8	11 7	8 12
7 11	15 24	15 18	25 30	9 6	23 18
26 23	22 18	23 19	8 3	18 15	12 8
11 16	24 28	18 22	30 25	25 22	18 14
24 20	18 15	13 9	3 8	7 11	8 3
8 11	10 19	22 25	21 17	6 9	15 10-*b*
25 22	27 24	9 6	8 12	11 16	3 8
					Drawn.

a—Forms a beautiful problem.

b—Mr. R. McCulloch differs here and plays as follows:

*14 10	15 8	32 27	28 32	32 27	
16 11	3 12	31 24	12 8-*c*	24 20	B. wins.

c—Here Mr. Hefter took the problem and drew it. The following is solution of problem No. 108 of this book. A prize was offered fo best solution and was won by M. E. Pomeroy of Sidney Centre, N. Y.

*24 20–7	10 15–*b*	*16 12–1	23 18
32 27–4	*20 16–3	15 10	12 8
*12 8-*c*	27 23-*a*	8 11	Drawn.

VAR. 1.

16 11–2	23 19	8 4	10 15
15 10	11 8	16 12	8 4
8 3	19 16	4 8	B. wins.

VAR. 2.

8 12	16 11	11 8	8 4
15 10	23 9	10 7	7 3 B. wins.

a—If 27 24, 16 12 draws, but 16 11 loses.

VAR. 3.

8 12	15 19	20 16	14 10
27 23	16 12	18 14	B. wins.
12 16	23 18	16 11	

b—If 27 23 or 27 24, then *8 11 draws.

c—If 12 16 then 10 15, 16 12, 27 23 wins. If 20 16, 27 23, 12 8, 23 19 wins.

VAR. 4.

10 7–5	7 3	32 27	
*12 8	8 11	11 15	Drawn.

VAR. 5.

32 28–6	10 15	28 24	
*12 8	*20 16	*16 12	Drawn.

VAR. 6.

10 15	15 10	10 15	
20 16	12 8	16 12	Drawn.

VAR. 7.

12 16–8	32 27	24 20	10 15	B. wins.

VAR. 8.

24 19 *d*	19 16	16 12	
32 27	27 24	24 19	B. wins.

d

12 8	8 12	16 11	8 4	8 12
*10 15 *e*	32 27	*19 15–9	*11 7	23 19
24 20–*f*	20 16	11 8–*g*	12 8	4 8
*15 19	27 23	*15 11	*7 3	19 15 B. wins.

e—If 23 27, then *24 20 draws. If 32 28, then *24 20 draws.

f—If 8 12, then 32 27 wins.

g—If 12 8, then 15 10 wins. If 11 7, then 23 19 wins.

VAR. 9.

23 18	*8 4	10 7	*3 8	
*11 8	15 10	*8 3	19 16	
18 15	*12 8	7 10	*8 12	Drawn.

Game No. 77, "Cross."

By CHARLES HFFTER, Chicago, Ill.

11 15	21 17	4 8	18 14	19 24	22 17
23 18	10 14	19 16	10 17	7 3	13 22
8 11	17 10	2 7	21 14	24 27	26 17
26 23	7 23	16 12	11 15	32 23	1 6
9 14	27 18	7 10	14 10	15 19	7 11
18 9	16 20	25 21	16 19	23 16	24 27
6 13	24 19	11 16	12 8	12 19	31 24
23 18	15 24	30 26	3 12	3 7	20 27
12 16	28 19	8 11	10 7	19 24	11 15-*a*

a—To this point the game is rather odd, but it now assumes problematical form and becomes exceedingly interesting and forms problem No. 109. Solution follows:

27 31–1	31 27	13 17	22 26	31 26	
*29 25–2	15 18	18 15	21 17	17 13	
5 9–8	9 13	17 22	26 21	26 22	
*25 21	17 14	*15 18–3	18 15	14 9	W. wins.

VAR. 1.

6 9	9 13–14	13 17	5 9	9 13	27 32
*15 18	17 14	14 10	10 6	6 1	18 23
					W. wins.

VAR. 2.

15 18	6 9	18 23	9 14	9 6	11 15
31 27	25 21	*24 20	13 9	16 11	2 6
29 25	27 24-4	17 13	20 16	6 2	14 17
					Drawn.

VAR. 3.

21 17	*27 23	15 18	6 9	Drawn.

VAR. 4.

27 32	9 13	32 28	28 24	
18 23-5	17 14	14 10	10 6	W. wins.

VAR. 5.

17 14	9 13	24 10	23 19	1 6
32 27-*b*	18 22	5 9-7	6 1	15 19
*21 17-6	27 23	10 6	19 15	Drawn.

b—This is the draw missed by C. H. Freeman in his match with J. P. Reed at Pittsburg, Pa.

VAR. 6.

14 10	18 9	10 6	6 1	
9 14	5 14	27 23	23 18	Drawn.

VAR. 7.

Here Heffner lost by

23 26	10 6	9 14	6 10	23 26	*27 23
22 31	5 9	2 6	18 23	*31 27	22 25
13 22	6 2	14 18	10 1	26 30	14 17
					W. wins.

VAR. 8.

31 27-9	17 13	5 9	15 18	W. wins.

VAR. 9.

31 26-10	*25 21	26 22	17 13	5 9	21 17
					W. wins.

VAR. 10.

6 9	9 13 12	31 27	27 24	
25 21-11	17 14	15 18	14 10	W. wins.

VAR. 11.

17 13	*31 26	9 6	9 13	
9 14	13 9	5 9-13	2 6	
25 21	26 22	6 2	14 18	Drawn.

VAR. 12.

31 27	17 13	9 14	15 19	W. wins.

VAR. 13.

In anticipating the solution of this position Mr. Frank Dunne in the Liverpool Mercury overlooked this 5 9 move and lost by the following:

14 18	22 13	13 9	9 13	
21 17	15 22	6 1	1 6	W. wins.

VAR. 14.

27 32	*13 9	9 13	10 14	24 27	25 22
*18 23	14 17	1 6	24 28	26 30	27 31
32 28	9 6	28 24	14 18	27 31	18 15
*17 13	5 9	6 10	28 24	29 25	31 27
9 14	6 1	17 21	23 26	31 27	15 19
					W. wins.

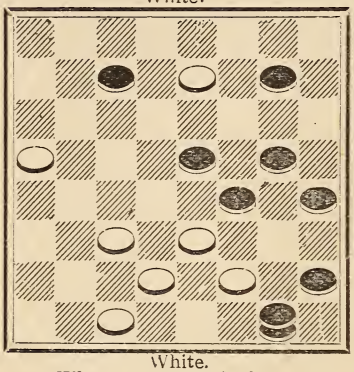
Solution to Problem No. 110.

By CHARLES HEFTER.

18 14	9 6	11 16	6 2	13 9	13 9
2 6	3 8	6 2	23 18	1 6	14 10
*14 17	6 2	16 19	2 6	22 18	9 13
6 9	8 11	2 6	18 22	6 13	5 1
17 13	2 6	19 23	6 2	18 14	W. wins.

No. 113 (E. E. Bean).

White.

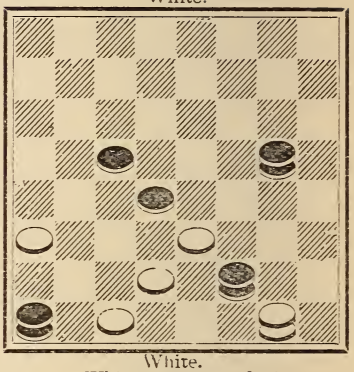


White.

White to move and win.

No. 114 (L. M. Stearns).

White.

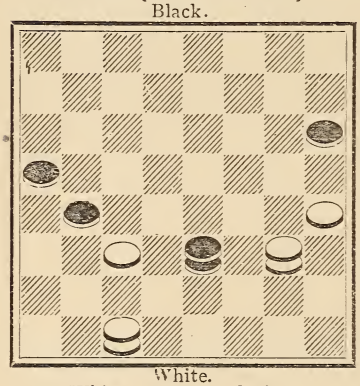


White.

White to move and win.

No. 115 (Isaiah Barker).

Black.

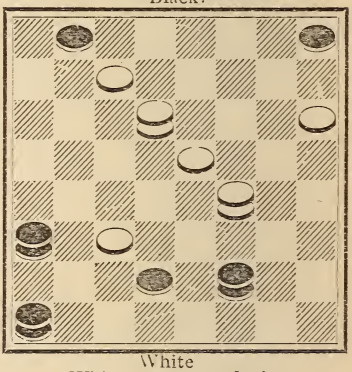


White.

White to move and win

No. 116 (A. A. McPherson).

Black.

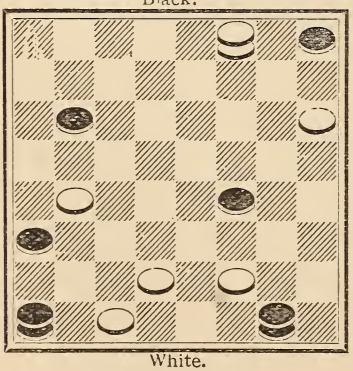


White

White to move and win.

No. 117 (J. A. Kear).

Black.

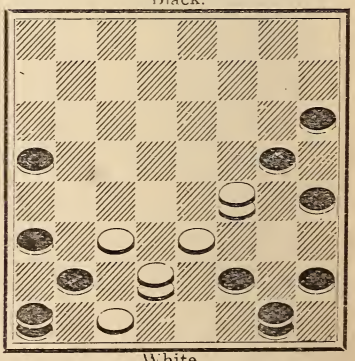


White.

White to move and win.

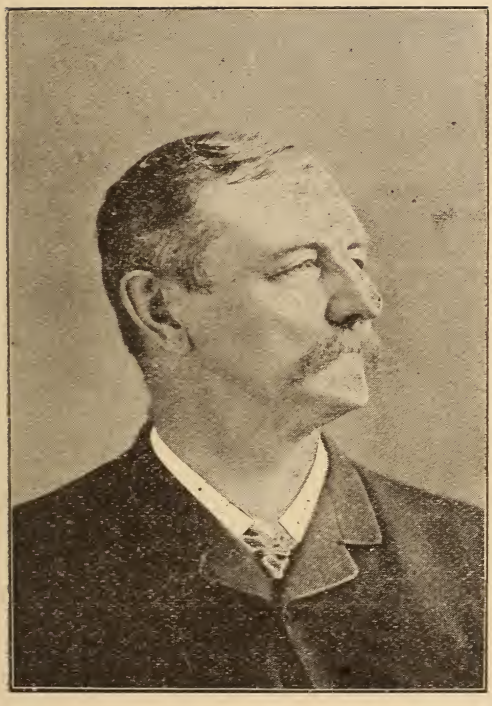
No. 118 (L. M. Stearns).

Black.



White.

White to move and win.



The late A. J. DUNLAP.

[From a photo by Downey & Son, South Shields, England.]



F. BOWNAS and F. ALLEN.

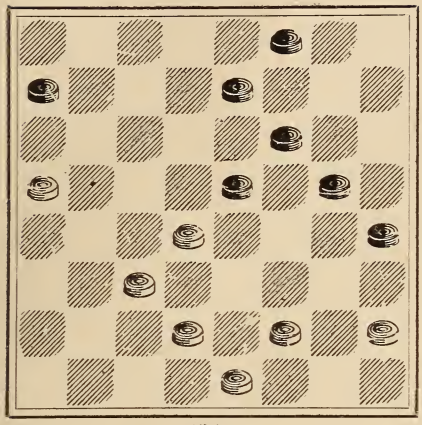
[Kindness of J. A. Kear.]

Two of Leeds (England) strongest players. Mr. Allen has won great fame as a problemist, while Mr. Bownas at one time was draughts editor of the Edinburg Magazine. Lack of time prevents a sketch of these two worthy gentlemen.

Problem No. 111.

By F. Bownas, Leeds, England.

Black.



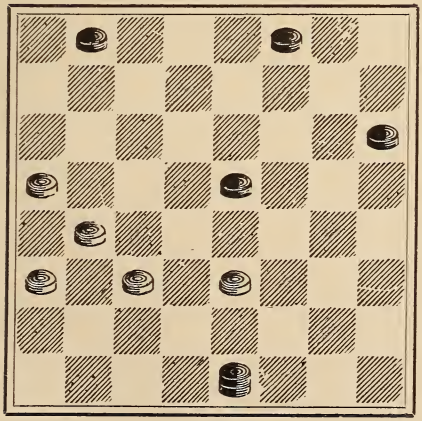
White.

White to move and win.

Problem No. 112.

By Fred Allen, Leeds, England.

Black.



White.

White to move; black to win.

Solutions to Problems.

No. 111. (F. Bownas.)

18 14	27 23	18 9	9 6	2 7	10 14-*a*
7 10	15 19	5 14	17 21	25 30	25 30
14 7	22 18	13 9	6 2	7 10	14 18
3 10	10 14	14 17	21 25	30 25	W. wins.

a—26 22, 19 26, 10 7, 25 18, 31 8, W. wins.—L. M. Stearns.

No. 112. (F. Allen.)

23 18	14 10	17 13	9 6	17 14	2 7
15 19	19 23	30 25	23 26	22 17	22 18
18 14	13 9	22 17	6 2	14 9	9 5
31 26	26 30	25 22	26 30	17 22	30 26
					B. wins.

No. 113. (E. E. Bean.)

13 9	27 24	22 17	7 3	3 10
6 13	20 27	13 31	19 26	W. wins neatly.

No. 114. (L. M. Stearns.)

26 22	23 19	21 17	30 26	32 23
18 25	16 23	14 21	23 30	W. wins.

No. 115. (I. Barker.)

30 26	24 27	27 31	31 13 W. wins.
23 30	17 26	13 17	First position.

No. 116. (A. A. McPherson.)

12 8	19 23	10 7	7 30
4 25	27 18	1 10	W. wins.

No. 117. (J. A. Kear.)

3 7	17 14	26 22	30 26	12 8	7 23
32 23	9 18	18 25	23 30	4 11	W. wins.

This is Mr. Kear's first published problem.

No. 118. (L. M. Stearns.)

26 31	19 15	23 16	15 18	30 26	18 23
20 24	16 19	12 19	19 23	23 30	W. wins.

ROBERT WILSON PATTERSON,

WHOSE portrait is given as the frontispiece, and to whom the book is inscribed, is a gentleman who is known wherever checkers are given consideration, as the most persistent patron of the pastime, ever watchful for the interests of Dameh, and at all times eager to do that which tends to elevate the game throughout the world. Mr. Patterson's Scotch ancestors were persecuted by Claverhouse and his Dragoons, from whom they were forced to flee; to leave their native land and seek a refuge in the north of Ireland. His grandfather came from Hillsborough in 1768 and settled in Philadelphia, Pa., where he taught school. He was intensely imbued with Republican feeling, and was one of the fortunate and glorious immortals who stood on Independence Square and listened to the first public reading of the Declaration of Independence. He took up arms for liberty and served through several arduous campaigns under General Lafayette. He left the army before the close of the war and settled in the wilderness of Western Pennsylvania, now Washington county, where R. W. Patterson's father was born. His father was extremely fond of checkers and taught Robert the rudiments of the game. During his collegiate term at Princeton Mr. Patterson's class-mate, Mr. Bonner of New York, regularly perused the Turf, Field and Farm, the checker department of which was conducted by the lamented Andrew J. Dunlap, and this medium gave Mr. Patterson his cue to checkers as a science. His debut was at the first Reed vs. Priest American championship match in Wilmington, Del. He there met Mr. Reed, who at the conclusion of the first sitting graciously demonstrated the errors of his play. The placing of the pieces from memory and his clearness of method were revelations entirely incomprehensible to Mr. Patterson. From that time to the present Mr. Patterson's attachment for and devotion to checkers has been most sincere and zealous. His name has been inseparably linked with all that has been good in the game. He is ever thinking out something to interest those who have enlisted in the cause, and he has a kind word for everybody. Mr. Patterson has large real estate interests in Pittsburg to the direction of which he gives his personal attention.

Game No. 78, "Laird and Lady."

[Contributed with notes by Joseph Maize.]

Black, C. H. FREEMAN; white, R. W. PATTERSON.

11 15	19 15	13 17	32 27	13 17	26 17
23 19	4 8	27 23	8 11	31 26	13 22
8 11	24 19-*a*	2 6	19 15	7 10	23 18
22 17	6 10	23 18	12 16	14 7	22 26
9 13	15 6	17 21	15 8	5 9	7 11
17 14	1 17	26 23	3 12	7 2-*a*	26 31
10 17	25 22	11 16	14 9	9 13	27 23
21 14	18 25	28 24	6 13	2 7-*b*	20 27
15 18	30 14	16 20	18 14	17 22	11 20

and after a few more moves Freeman won. 27 23 at third move to last is the loser, 18 14 will draw.

a a—The student and novice will do well to note the moves for white between *a a*, as anything else and white can win.

b—In a subsequent game the following draw transpired:

Black, FREEMAN; white, PATTERSON.

23 18	26 31	11 20	26 22	7 10	31 26
17 22	2 7	27 31	20 16	26 31	19 16
26 17	31 26	23 19	21 25	10 15	12 19
13 22	7 11	22 18	2 7	22 26	15 24
18 14	26 22	9 6	25 30	15 22	26 23
22 26	27 23	31 26	16 11	26 17	24 28
14 9	20 27	6 2	30 26	11 15	Drawn.

Game No. 79, "Single Corner."

Black, R. W. PATTERSON; white, C. H. FREEMAN.

11 15	24 19	10 17	32 28	23 26	10 6
22 18	15 24	22 13	5 9	6 10	23 19
15 22	28 19	11 15	13 6	14 17	6 2
25 18	6 9-*b*	19 10	2 9	10 14	26 31
8 11	26 23	7 14	18 15	17 22	2 7
29 25	9 18	26 22	10 14	28 24	31 27
4 8	23 14	14 17	15 10	26 31	14 10
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9 18	27 23	17 26	10 6	31 27	7 11
23 14	1 6	31 22	9 14	19 15	32 28
10 17	25 22	3 7	6 2	27 23	11 15
21 14	6 10	22 18	18 23	15 10	19 24
11 15	30 26	7 10	2 6	22 26	Drawn.

a—A move well fitted to cause the timid player to shudder with nervous anticipation.

b—A departure from the standard authorities, and black seems all right.

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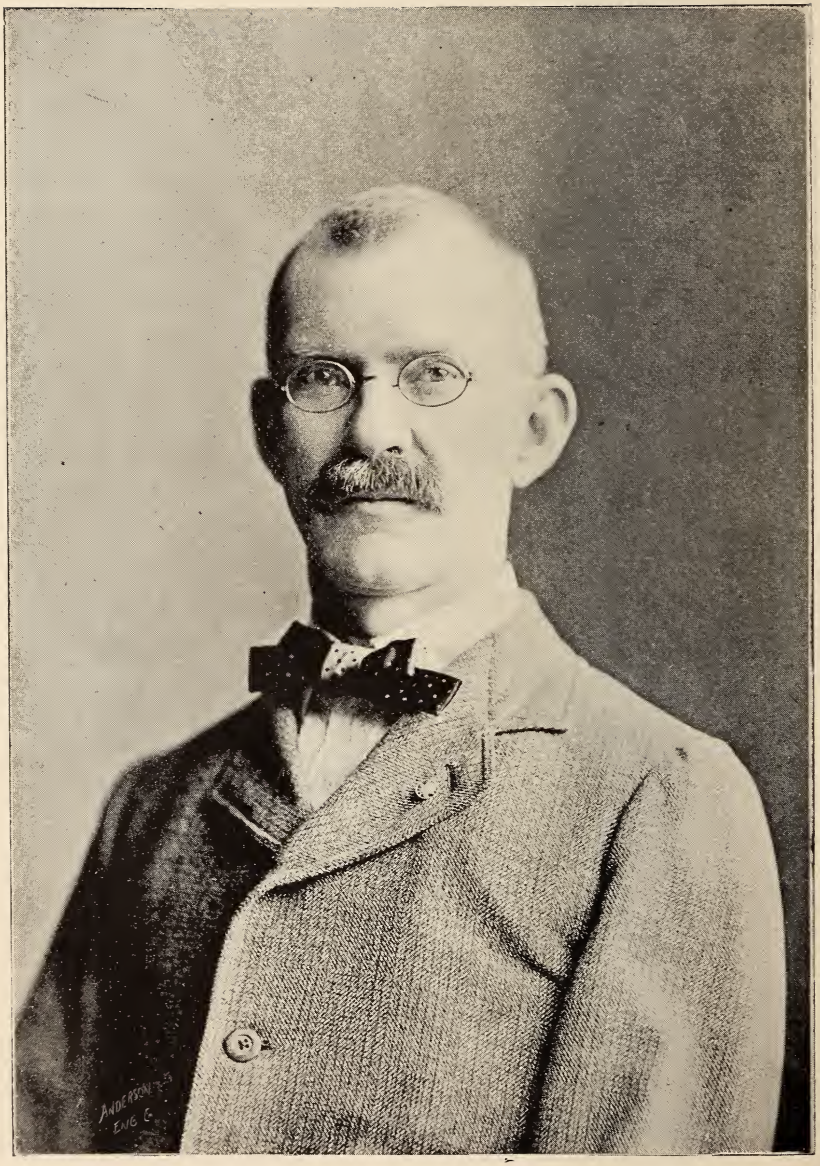
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Appendix to Book of Portraits,
VOL. 1.

H. F. McAteer, President of Advisory Council of Western Pennsylvania.

The accompanying picture shows a likeness of President H. F. McAteer, president of the Advisory Council of Western Pennsylvania. While Brother McAteer has not become known throughout the general Association, yet by his active and energetic work in Western Pennsylvania he is known to all by his works. Brother McAteer became a member of Branch 123, located in Pittsburgh, and filled nearly every office in his Branch. During the year in which he was presiding officer the Branch increased over sixty-seven per cent in membership.

Brother McAteer, in addition to his activity in C. M. B. A. matters, devotes considerable of his leisure moments to "checkers," and has been for a number of years the editor of the same in the columns of "Pittsburgh Chronicle-Telegraph."

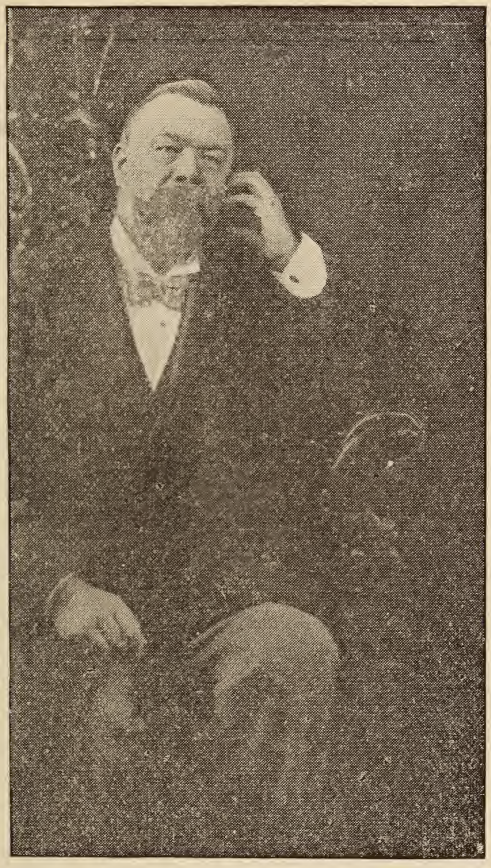
One of his contemporaries some time ago wrote of him in this style: "Have you ever met the great and only Mac?—Mac who wields such a caustic pen, who makes or unmakes champions with one stroke of his mighty weapon, who crushes problemists, 'scrubs' McKelvies, smothers Stearns, idolizes Reed, elevates Edgerly, tramples on McCall, job-lots checkerbooks and gathers all the news first?—Well when you know Mac, he is not such a fierce fellow as he would have you believe," and so on.*

Brother McAteer is thirty-nine years old—young, indeed, to have climbed so far up the ladder, unaided from the bottom rung. His life furnishes a splendid example of what untiring energy and ability, coupled with ambition, will accomplish. He is a native of Pennsylvania, and if you ask him about his ancestors he will tell you that on both sides of the family they were soldiers, and fought in the Revo-

lution, the wars of 1812, the Mexican trouble and the Rebellion. Brother McAteer had an ordinary school education, and afterwards had some experience as a coal miner in Pennsylvania, but his employment has been chiefly in connection with railways. He served as train brakeman on the Pennsylvania Railroad and also as fireman and as assistant yard master at Pittsburg. While brakeman he took up the study of stenography, and seized every opportunity afforded him by the intervals of labor for perfecting himself. He got along with characteristic rapidity and then applied for and obtained a position with the road foreman of engines, who has charge of the motive power and of the enginemen and firemen. He now began studying mechanical engineering and the working of automatic air-brake appliances, and, becoming quite proficient, was placed in charge of the school for correctly instructing enginemen and firemen in the use and abuse of the brake. He resigned this position in order to accept a place in the advertising department of the Pennsylvania Lines and from there was promoted to be private secretary to the Assistant General Passenger Agent. While in this department he worked on the newspapers about Pittsburg and through the connections thus formed and being interested in checkers, he was appointed to take charge of the "Chronicle-Telegraph" checker department, which he has personally conducted—and most successfully—for 11 years. It is now the oldest column under one continuous editor in the States, and is one of the brightest and best of its kind anywhere.

Brother McAteer has been very active in the C. M. B. A. cause and his Branch sends him as their representative to the Advisory Council where he shows his energy and ability and was chosen as first vice-president for the year 1898. In January 1899, he was chosen unanimously after Brother Molamphy was nominated and declined in his favor for the distinguished honor of being president of the Advisory Council of Western Pennsylvania.—*Catholic Mutual Benefit Association News.*

—*Author's Note.—Brother McAteer has been our valued agent for N. A. C. B. and Books of Portraits, etc., and one of our most valued friends. May his shadow never lessen is our earnest wish.—L. M. Stearns.



LAURENCE GILBERTSON, Bathgate, Scotland. It is a pleasure and an honor to be allowed the privilege of presenting a correct likeness of our brother checker editor of the West Lothian Courier, a paper whose checker columns are quoted from more than any other in the United Kingdom, or in America. Mr. Gilbertson is an ideal editor and besides all this he is a member of The Fellows of the Institute of Journalists, of Great Britain; Honorary President, Scottish Draughts Association; President, West Lothian Draughts Association; President, Bathgate Draught Club; a Problematist, Analyst and player of exceptional ability. Our space does not allow us to do our worthy brother justice, but we wish him every success in the grand work he is doing.



ALLAN HYND, Manchester, England.

ALLAN HYND, Manchester, Eng. A sketch of this great player in his own words. The most complete one in book. Thanks to the author. "I am a Scotchman, having been born in the "Kingdom of Fife," just twenty-nine years ago. My childhood days were spent in the "auld grey toon" of Dunfermline, famous as the last resting place of King Robert the Bruce, the greatest of the Scottish kings. I removed with my parents to Manchester a little over twenty years ago and here it was that I learned to play at the game of draughts. My father was the mentor who first initiated me into the intricacies of the "dambood" and no better teacher could be desired. He had been intimate with the late "Herd Laddie"—Mr. Jas. Wyllie, when the latter was resident at Leven and many a fight, over the board, he has had with the hero of a hundred fights who has just crossed the "valley of the shadow."

It was not, however, until Mr. Robert Martins, ex-champion of the world, came to Manchester in 1885, to coach Mr. Andrew Jackson for his match with the late James Smith, of Spennapmoor, for the championship of England, that I took an active interest in the game. My first game in public was played with the old veteran and although I secured a draw on that occasion it was through no merits of mine. It is characteristic of Mr. Martins that he takes as much interest in a game with a novice as he does with an expert, and his object seems to be, not so much to win, as to make the game a valuable lesson to the player. On the occasion just referred to, whenever my hand hovered over a move that would have resulted in disaster to my forces, Mr. Martins would exclaim, "No, no, sonny, you are not going to do that!" and he would at once suggest a better move.

Previous to the old Manchester club being disbanded, I with a few others who had not been at all satisfied with the manner that club had been conducted, formed a new organization—The Manchester Central Club. It is with this club that I have received most of my practice. For the last 7 years I have been captain of the first team and in all the matches in which I have played during this time I have never lost a game, although I have met the principal English players including Mr. W. Gardner, present English champion; Mr. Alfred Jordan, London champion; the late Eley Clarke, Liverpool; Mitchell, Nottingham; Cain, Liverpool; Lewis, Burslem; George Jewitt, Hull, and many others. When the Lancashire championship tournament was first inaugurated in 1895, I made a fairly creditable stand, being defeated in the final by the late Eley Clarke, Liverpool, with the score

of one loss and three draws. In the previons round I defeated such well known players as I. Settle, of Darwen and W. Halliwell, Ashton, Under Lyne. Not being satisfied with this defeat, I challenged Mr. Clarke shortly after, to a match for a stake of £50, but the same met with no response. The next Lancashire tournament held in Manchester on New Year's day, 1897, enabled me to reach first honors, defeating Mr. F. Dunne, Warrington, in the final round with the score of one win and seven games drawn. On this occasion I went through the tournament without losing a single game. The next year I again repeated the performance of winning the Lancashire championship, defeating Mr. A. Cain, Liverpool, in the final round with the score of two wins and two draws.

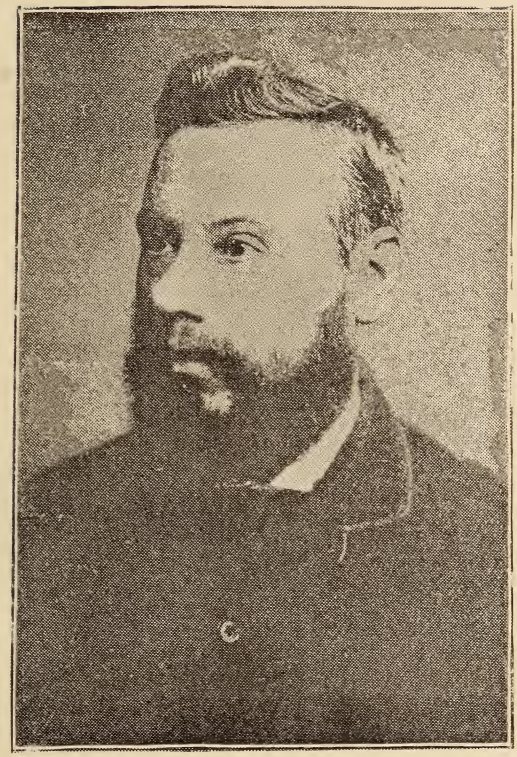
In 1896, I played a small match with Mr. Richard Atwell, then of Manchester, but now of London, conceding the handicap of three draws in six games After an interesting contest I emerged the victor, the final score reading: Self, 4 wins; Atwell, 0: drawn, 2. As Mr. Atwell drew the two games in the first three, they of course counted as wins. In the spring of this year, I accepted an invitation of the English Draughts Association to play for them against Scotland. Altho a Scotchman by birth and parentage (and I may add by inclination) I felt however, that my services were due to the country wherein I had learned the game, and in this respect I followed the example of Mr. Andrew Jackson, who played for England in the international contest of 1884 Honors easy was the result of my efforts against the Scottish cracks. On the first day I defeated Searight of Glasgow; on the second I unexpectedly was "grassed" by Fleming Brown, of Rutherglen; and on the third and last day, I drew with A. Freedman, the Scottish champion, with the score of: 1 win each and 1 draw. My total score was: 3 wins, 3 losses and 8 games drawn.

Certain public expressions made by Mr. A. Freedman, during a professional tour in England, decided me in issuing a challenge to this gentleman, a challenge which was readily accepted. The contest took place at Manchester, last July, and was for a stake of £40, to be decided by the best of 8 games on level terms. After a stubborn and exciting match, I just reached home a victor, the final score being: Hynd, 1 win; Freedman, 0; drawn, 7.

I have been the draughts editor of the "Manchester Weekly Times" for over two years. I performed similar duties on the staff of the "Manchester New Weekly" four years ago, but that paper, after a gallant struggle, eventually succumbed after an existence of barely two years. I may also point out that I was one of the founders of the English Draughts Association and was elected treasurer in the first year of its existence.

Yours truly,

ALLAN HYND.



FRANK DUNNE, Warrington, England. Draughts Editor of the Leeds Mercury Supplement, and author and publisher of Dunne's Guide and Companion, a most excellent book long since out of print. Mr. Dunne's fame has spread all over the checker world. His problems in Gould's Problem Book are a standing monument of his greatness. Excelled by none, the name of Dunne, in draughts will never die. It is quite impossible to write on paper a tithe part of the good he has done to the vast army of checker players, and they are not slow in their appreciation of it. May he be spared to us for many years to come.



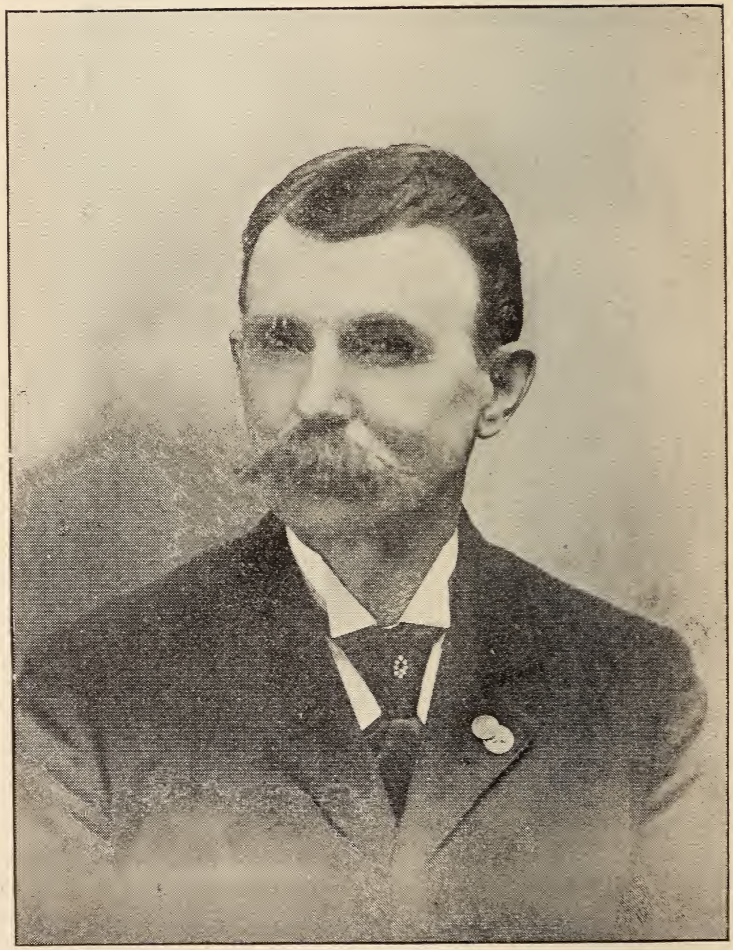
FREMONT L. IRISH, Auburn, Me. Mr. Irish was born in Buckfield, Me., June 22, 1856 At the age of sixteen he began to play checkers and has been a constant admirer ever since. Mr. Irish, while not posing as an expert at the game, takes pride at the showing made with Barker, Reed and other noted masters. He is always ready to play the game with novice or expert, and while on the road had many amusing experiences with checker players, chief among which was his first meeting with J. P. Reed, at Pittsburg, who posed as a novice and did not disclose his identity until the end of the sitting, when Irish nearly died of heart failure, upon learning who he had played with. Mr. Irish recently defeated C. O. Maberry, champion of Haverhill, Mass. Mr. Irish's barber shop is headquarters for checker players in Auburn and there is a standing invitation for all players visiting Auburn to call on him.



Thomas Cockburn, Irvington-on-Hudson, N. Y.

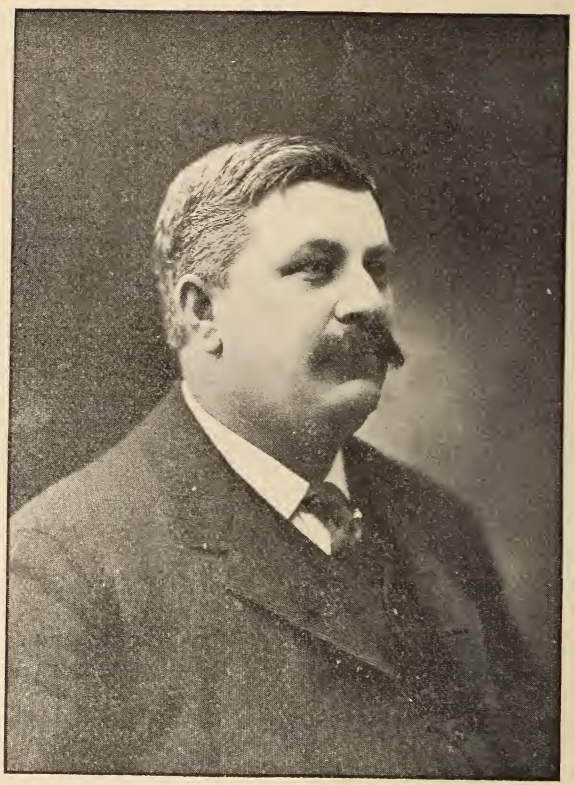


M. J. DOWD, worthy secretary of the Lowell, Mass., Checker Club, has been in that official position since the club was formed and is a genial, pleasant, gentleman to meet, and plays a rattling good game that keeps most of the boys "sawing wood" when playing with him. He is a successful business man, but is always ready to play, or entertain checker players who may see fit to visit the Lowell Checker Club. We could at one time beat him, now it is hard work to come out even.



J. C. BAKER, Springvale, Me.

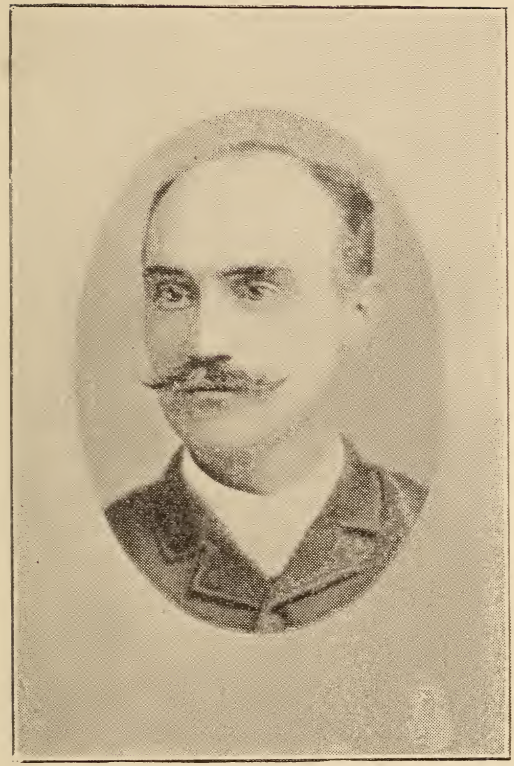
J. C. BAKER, Springvale. Me., was raised on a farm in Franklin County, Me. At 19 years of age he enlisted in the war of '63 and lost his health while in the service so as to unfit him for hard work. Advised by doctors to keep out of doors, he went to canvassing. Canvassed for twenty years in all of the New England states, New York, Minnesota, Iowa, Colorado and New Mexico. Then it was when his checker career began, just playing for pastime, since then has studied it for science and now from book study. Has gone out of his way many times through rainstorms to play with some fine players and generally he downed them. This was when he was canvassing. He is champion of York County, Me., having held it for six years, About once a year he has a challenge in a local weekly paper. At the Springvale House they keep a checker board and guests that can beat the landlord very bad are invited to play with Mr. Baker, who has been sent for three times in two years, and beat them every time. In a letter from Mr. Baker a short time since, he said, "It is safe to say that if fun could be measured in baskets, then I have had bushels of fun in playing checkers."



GEORGE F. DANIELS, Farmington, Conn., is one of New England's expert players and is a native of Grafton, Mass. He is forty-two years of age and has been playing checkers since 1872, having made good scores with such notables as Bowen, Bowdish, Merry, Dickenson, A. O. Robinson, Kirby, Newton and Welch. Mr. Daniels has a library of great value and recently added the Bowdish Manuscript books. He was a traveling salesman in the west and south for ten years, but for the past fourteen years has been in the hotel business.



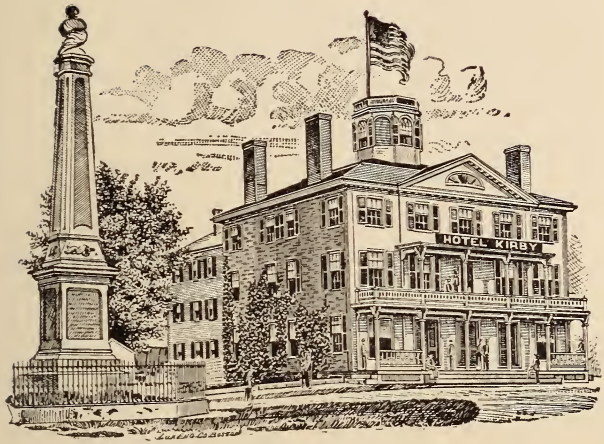
I. J. Brown, Richmond, Ind.



JAMES HILL. We give a likeness of one of the most popular authors of checker literature. "Hill's Synopsis" and "Hill's Pocket Manual" have reached the fifth edition and still the sale goes on, meeting with favor everywhere. "Hill's Magpie Club Sketches" has also gained fame for its author. Mr. Hill's home is at Hurstleigh, England, but he visits Providence, R. I., every winter, and will probably be in Boston to witness the great Barker vs. Jordan match for world's championship.



A. J. KIRBY, Grafton, Mass.



Yours Respectfully
A. J. Kirby

A. J. KIRBY. It is indeed a pleasure to be able to present to our many readers a correct likeness, and sketch of that old-time player of the Bay State. Mr. Kirby first saw the light at Spencer, Mass., August 21st, 1837. He first began to play checkers at the age of thirteen, but not scientifically until 1872. Since then has met and played such notables as C. F. Barker, C. H. Freeman, R. E. Bowen, A. R Bowdish, R. D. Yates, J. P. Reed, H. Z. Wright, J. Cairns, D. Dickenson and others.

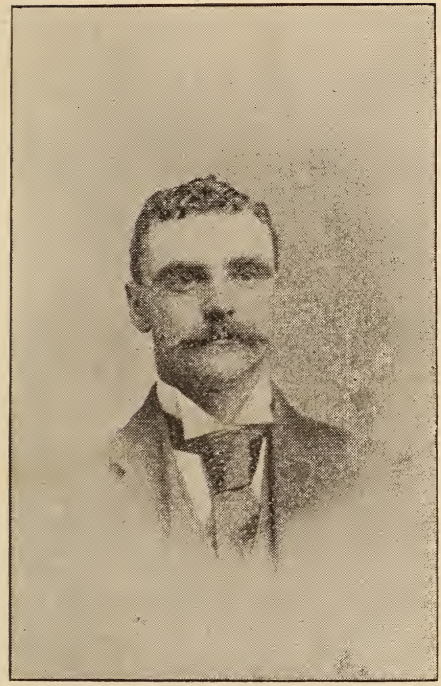
At Woonsocket, Feb, 1893, he tied W. H. Wales and J Cairns, and had close scores with Fitzgerald and E. Mee; also at Boston, same year, he won the only game he played with E. A. Durgin, and defeated P. Kelly, Mr. Mack and Lang; tied Bugbee and lost to Grover and Dean. In March, 1893, at Grafton, Kirby 4, W. H. Wales 1, drawn 3; same month at Woonsocket, he tied both Deely and Ed. Mee. His favorite game is formed from 11 15, 23 19, but he can play most any opening with good results. Has played blindfold; also by correspondence; composed problems and won prizes.

Although his library is small, he still holds the championship of Grafton and two years ago challenged any player in Worcester County, and no one accepted—a worthy record of a worthy checker player. But a great honor falls upon our checker friend, in the fact that he served three years in the late rebellion, Co. K, 25th Mass. Volunteers, two years as musician, and for the past 27 years he has been a hotel proprietor.

A cut of "Hotel Kirby" is also given to allow our readers an opportunity to see the pleasant headquarters of checker players of Grafton, and the hand of welcome is and always will be extended to players who are fortunate enough to pass that way. Go and see the genial proprietor and while he will play to win at the board, you will say it was a most enjoyable visit.

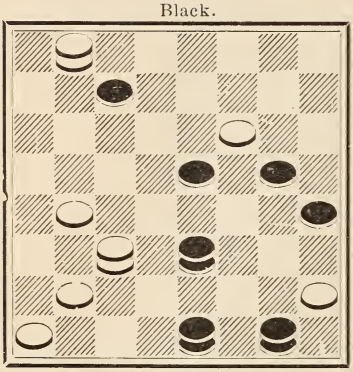


Richard Lyons,
The Stroke Problem King,
Sunderland, England.



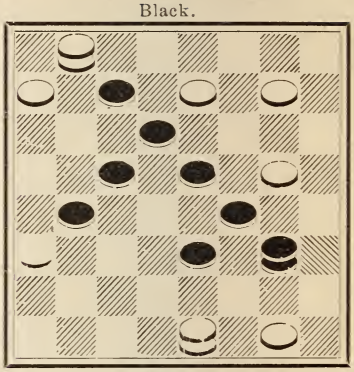
W. A. DAVIES, Llanelly, Wales, Born at Llangadock, 27 years ago. Began to play checkers in 1882 under the guidance of Mr. Richard Thomas, shoemaker, and had a strong liking for the game from the start and it is his favorite game. (See his beautiful problems on another page.) He soon became champion of his native town. In 1890, he went to Llanelly, met all comers and came out the victor. In 1894, he issued a challenge to play anyone in Carmarthenshire. February, 1896, he was challenged to play W. H. Evans, captain of Carmarthen (town) Draught Club, to play 12 games for £25 a side and the championship of the shire. The match came off in March, 1896: result, Davies 5, Evans 1, draw 4. He started a club at Llanelly in 1894 and has been captain from the start. There are sixteen strong players in the club and it is the strongest club in Wales. Mr. Davies is trying hard to get an expert to visit Wales this season and hopes to have a Welsh International Draught Team in a few years.

No. 1. W. A. Davies.
Black.



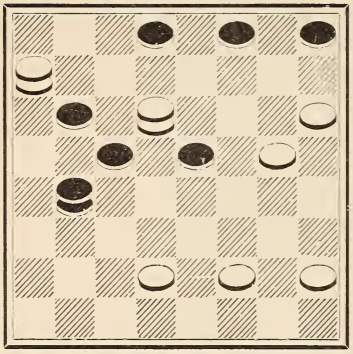
White.
Black to play and win.

No. 2. W. A. Davies.
Black.



White.
Black to play and win.

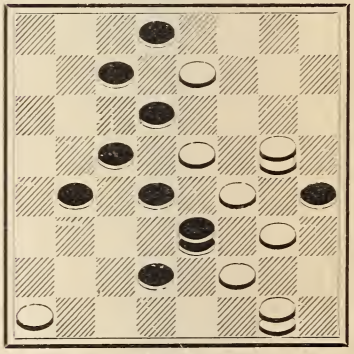
No. 3. W. A. Davies.
Black.



White.
Black to play and win.

No. 4. T. Turnbull.
Black.

Prize Winner.



White.
White to play and win.

Game No. 1. "Double Corner."

By W. A. Davies, Llanelly.

9 14	10 19	2 7	3 7	1 5	14 23
22 18	24 15	24 15	24 15	24 15	15 11
5 9	7 10	7 10	7 10	16 19	8 15
25 22	(1)22 18	32 27	3I 27	23 16	28 24
11 16	10 19	10 19	10 19	12 19	19 28
18 15a	27 24	27 24	27 24	29 25	26 1

Drawn.

(a) This move is marked in Lees's Guide as weak for White. There are several trappy points in the above play which might prove fatal to the learner. There is also scope for variety of play at several points of the game.

(1)

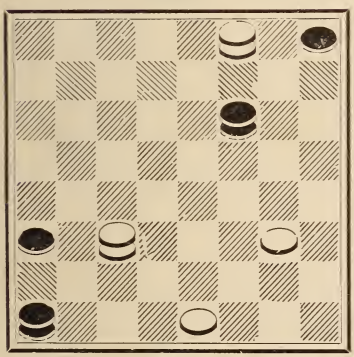
27 24	32 27	22 15	7 3	10 6	2 7
10 19	3 7	6 10	19 24	18 23	18 23
24 15	27 24	14 7	28 19	6 2	(2)7 2
16 19	18 23	2 18	23 27	23 26	14 18
23 16	24 20	20 16	31 24	30 23	2 6
12 19	7 11	8 12	20 27	27 18	23 26
22 17	29 25	16 11	19 15	2 7	6 10
14 18	11 18	12 16	27 31	5 9	18 23
17 14	26 22	11 7	15 10	7 2	Drawn.
9 13	1 5	16 20	31 27	9 14	

(2)

25 22	7 10	3 7	7 2	2 6	6 9
23 26	26 17	4 8	8 12	12 16	14 18
					Drawn

No. 5. L. M. Stearns.

Black.

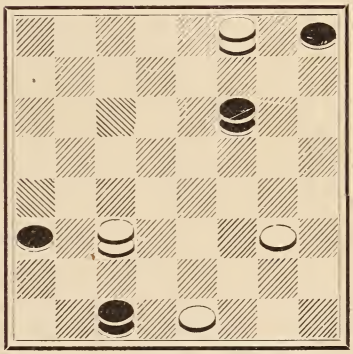


White.

White to play and win.

No. 6. L. M. Stearns.

Black.



White.

White to play. Black draws.

Problem No. 1.

W. A. Davies, Llannelly, England.

15 18	31 27	16 19	20 24	23 30
1 10	22 15	15 31	28 19	B. wins.

A beauty and original

Problem No. 2.

W. A. DAVIES, Llannelly, England.

23 27	19 26	6 9	15 19	24 28	28 10
32 23	31 13	13 6	6 15	15 24	B. wins.

This one shows a skilled builder of problems.

Problem No. 3.

W. A. DAVIES, Llannelly, England.

4 8	3 7	17 13	13 15	15 10	2 20
10 19	12 3	3 17	5 14	14 7	B. wins.

A grandly constructed problem.

Problem No. 4.

T. TURNBULL, Newcastle, Eng.

16 11	16 23	25 22	6 13	8 24	
23 16	29 25	18 25	11 8	20 27	
24 19	10 19	27 9	2 11	32 14	W. wins.

This problem won first prize in a leading English paper.

Problem No. 5.

L. M. STEARNS, West Derry, N. H.

24 19	27 24	22 17*	12 19	19 23	18 22
21 25	4 8	16 23	20 25	29 25	W. wins.
31 27	3 12	24 19*	17 21*	23 18	
25 30	11 16	23 16	25 30	25 29	

Problem No. 6.

L. M. STEARNS, West Derry, N. H.

31 27	4 8	10 14	16 19	22 29	18 22
11 16	7 10(1)	11 15	14 10	15 18	14 18
3 7	8 11	24 20	21 25	10 14	Drawn.

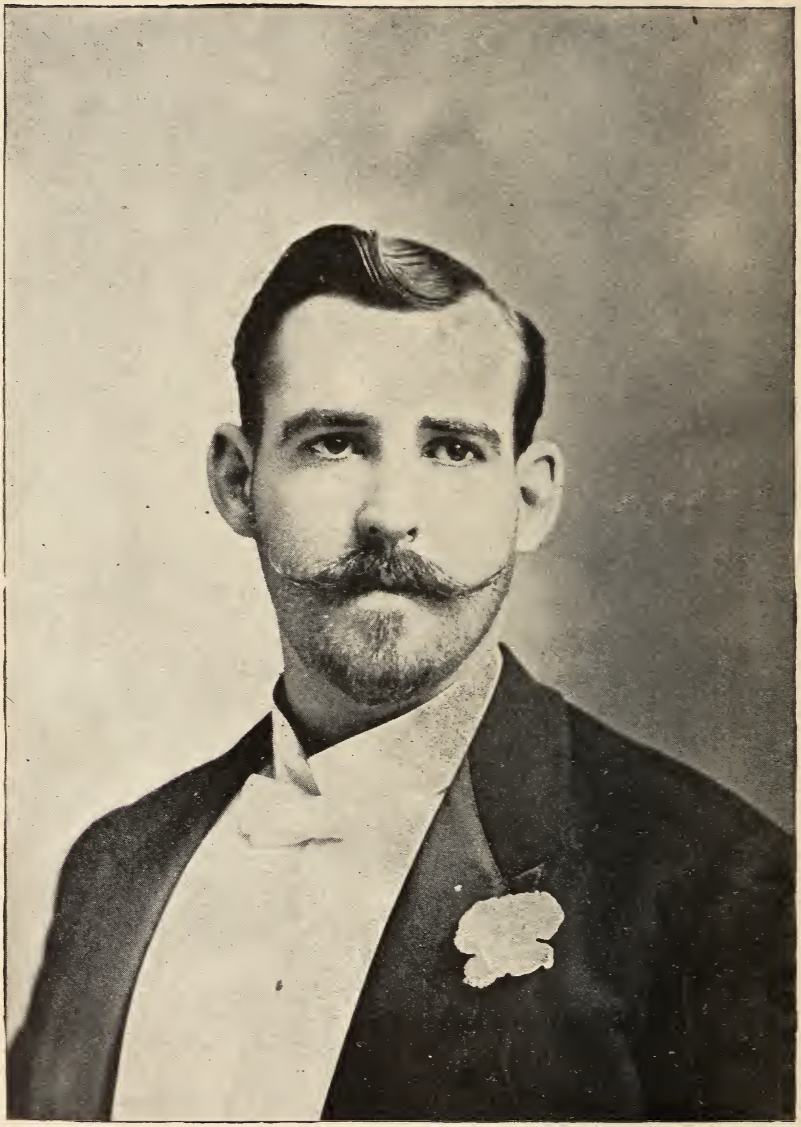
(Var. 1.)

16 20	7 2	20 24	23 18	24 19	18 14
24 19	21 25(2)	19 15	26 22	7 10	22 18
8 12	22 29	30 26	2 7	19 23	Drawn.

(Var. 2)

2 6	20 16	14 17	10 14	10 15	
16 20	9 14	20 16	17 10	W wins.	
6 9	16 20	23 18	12 16		

3233



Dr. J. William Elliott,

49 Chambers St., Boston, Mass.

DR. J. WILLIAM ELLIOTT. It is with the greatest pleasure we introduce to the readers of the Book of Portraits a correct likeness of the much talked of and accomplished artist, Prof. Elliott, "Champion Card Manipulator of the World." He has received no less than fifty-four medals and other valuable trophies for his wonderful manipulative card skill. He is the author of "New Era Card Tricks" and "The American Card Manipulator," and is the chief corresponding card editor of Mahatma and treasurer of the Magic Mystic Fraternity, the only society of its kind in existence. He has one of the finest chess libraries in New England and is a chess problemist of repute. He is well versed in botany, chemistry, ornithology and photography, and is particularly clever at oil and water color painting, sketching, crayon and pastel work, as the walls of his residence will testify. He is one of the brightest chess players that ever entered Harvard college. He is also quite athletic, having put the 16 lb. shot over 39 feet and the 56 lb. 28 feet. He is an accomplished swimmer and diver and fond of sculling.

He has just invented the finest analytical chess and checker board table with which we are acquainted. The Professor has written many articles on cards and other topics for the leading magazines. One of his checker problems appeared in the June issue of the N. A. C. B. as No 9 and is a beautiful conception.

To meet the gentleman is to meet one of the finest of men, his off handed, genial disposition making him warm friends on all sides. The doctor is also a rattling good host and all who are fortunate enough to make his acquaintance will find in him a true, good hearted friend. With overflowing wine glasses we drink to his good health, saying as we do: "Well, here's good luck to genial Dr. Elliott."

E. M. CLIFFORD.

N. B. Dr. Elliott has defeated C. F. Barker as recently as June 5th, 1899.—Checker Editor.

Game No. 2. Old Fourteenth.

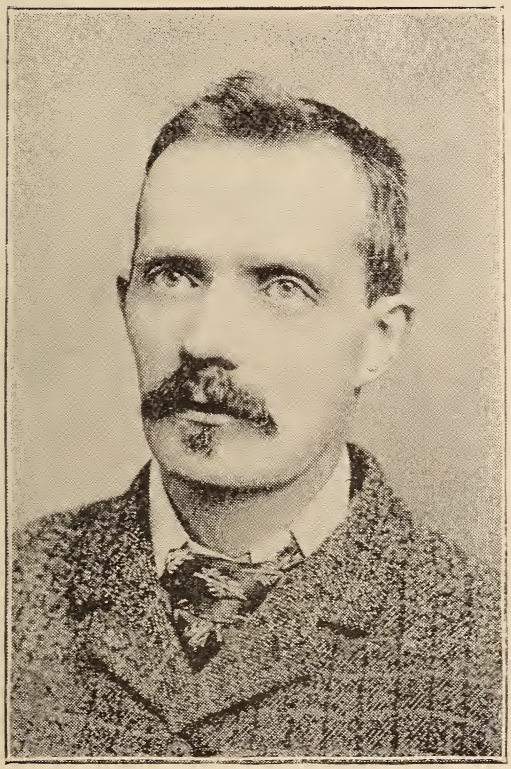
Black. C. F. Barker, Champion Checker Player of America.

White. Dr. J. W. Elliott, Champion Card Manipulator of the World.

11 15	25 22	10 17	26 17	11 18	25 4
23 19	15 18	21 14	13 22	30 25	W. wins.
8 11	22 15	9 13	19 15	6 15	
22 17	11 18	24 20	7 11	27 23	
4 8	17 14	18 22	14 10	18 27	

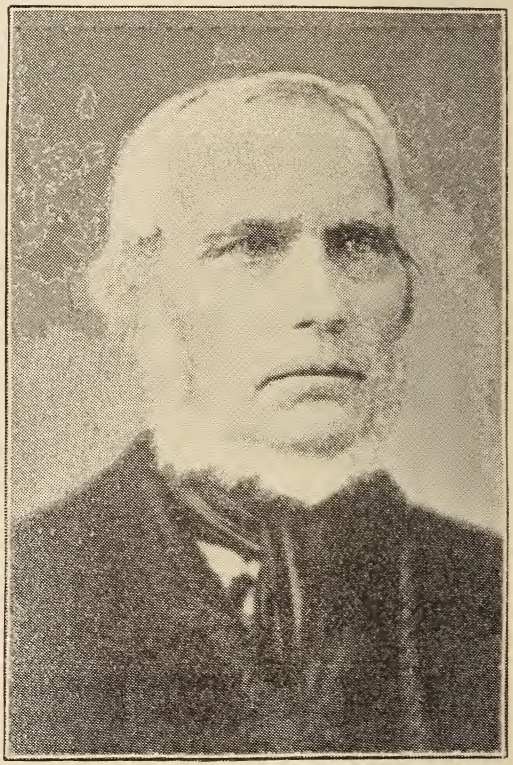


MELFORD S. WOLCOTT was born in Granger, Medina Co., Ohio, December 29th, 1849 and commenced playing checkers occasionally when about fourteen years of age. Has always taken a lively interest in the game of checkers since he was a mere youth but living on a farm had not the time to play that he would have liked. He has published some very cleverly constructed problems.



WILLIAM CAMPBELL, who claims the distinction of the world's champion at blindfold playing, and barring Willie Gardner of Leeds, England, we think he would have a clear title.

Mr. Campbell at one time edited the "Draughts World" and in an admirable manner. A true Scottish gentleman and proud of his native country. The above portrait is a correct likeness.



JOHN DRUMMOND, of Denny, Scotland, was born March 26th, 1806, at Laurieston, near Falkirk, of humble parents. In 1830 Drummond secured a copy of "Sturges' Treatise on Draughts," and in a short time he came into the front rank of expert draught players. His publications, "The Scottish Draught Player," four editions are eagerly sought after by the players of today. In his youth Drummond was a typical Scotchman—tall and well made, with a thoughtful eye, bright and penetrating and rather severe cast of countenance. He suffered much during his long and last illness, and died at Denny, May 11th, 1881.



David S. Blessing. Harrisburg, Pa.

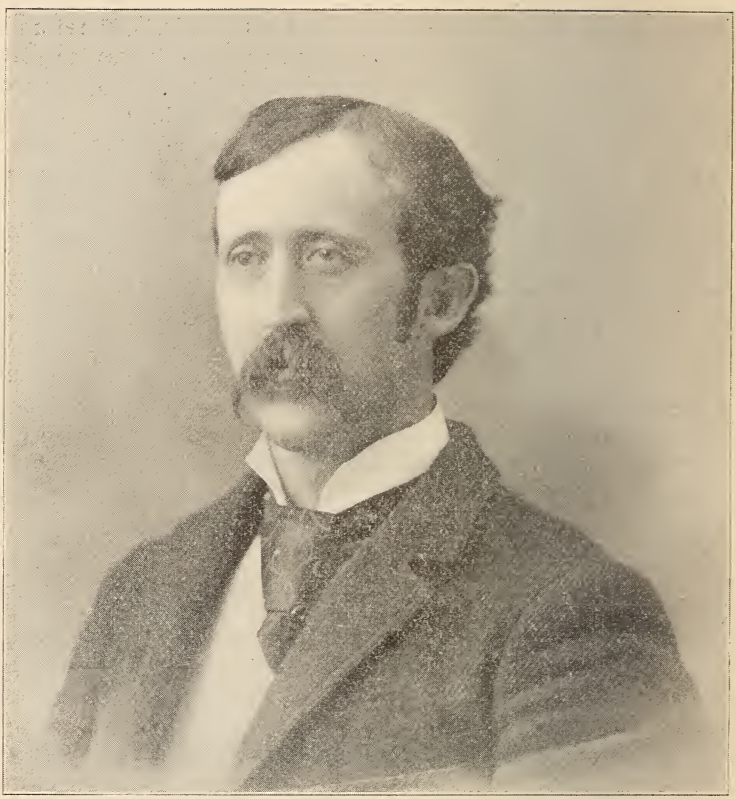


Dr. W. E. Truax, Breckenridge, Minn.

DR. W. E. TRUAX. The subject of this sketch was born at Rochester, Racine Co., Wisconsin, June 10, 1848, and is therefore in his 51st year. Commenced playing checkers when he was ten years old. His enthusiasm increased with his years and at the age of fifteen had easily vanquished all players in his neighborhood. It was about this time he discovered he could remember all the moves in the games he played. This induced him to record the moves of what he considered the best games played. Having never seen a printed game or heard of one, but having seen some chess games edited by Paul Morphy, in the New York Ledger, he used the chess notations for the recording of the moves. This was the commencement of the Black Doctor work and culminated in the publication of that work many years afterward. The first checker work he ever saw was Scattergoods (1859.) This book so completely astonished him, especially the system of annotation and superior play known to him, he at once commenced the serious study of the games and with the assistance of a checker column in the American Agriculturist, 1864, edited by Orange Judd, the first ever seen by him, he soon became master of the game.

He has issued two editions of the Black Doctor book, 1888 and 1892; edited a checker column in Fargo Times, 1878 to 1880; also checker column in the Gazette, Breckenbridge, 1886-89. He has been first and foremost to advance the game in the west; one of the oldest players in America; has met nearly all the best players in the world. Has one of the largest checker libraries in this country and was special contributor to Gould's Book of Matched Games, besides contributing to nearly every checker column ever printed in this country. He has played many matched games and never lost but two, one to Head and one to Pierce. In both these matches he was handicapped by being out of practice. His name is known wherever the game is played in the world. Lyman's Problem Book has his special contribution.

He served nearly three years as a private soldier during the rebellion and was mustered out of service before he was 18 years old. Worked at telegraphing for nearly thirteen years; has practiced medicine nearly seventeen years. He still loves checkers and although not practicing checkers much of late has promised to contribute to the N. A. C. B. during the coming years. Dr. Truax was one of the first to play the game blindfolded. See position No. 6, New York Clipper, Vol. 22, 1870. I. D. J. Sweet, the checker editor, stated it was truly marvelous considering the conditions. This was the first blindfolded game ever published.



DAVID C. WHITEHILL, Brookville Pa. The subject of our sketch was born on a farm at Kingsville, Clarion Co., Pa., where he attended the district school in winters, working on the farm in summers, until seventeen years old, when he began teaching public school and taught eight winter terms and attended school each summer.

At twenty-five years of age he engaged in the music business, moving to Brookville in 1892 and in 1895 sold out his stores in Pittsburg, Reynoldsville and Brookville and with his family traveled one year. He is now in the real estate business and has been very successful. His checker problems, of which we publish a page of them in this work, are good examples of his skill. The correction of the Flora Temple, by Mr. Whitehill, on another page with diagram is a beauty and has appeared in several of the leading checker columns.

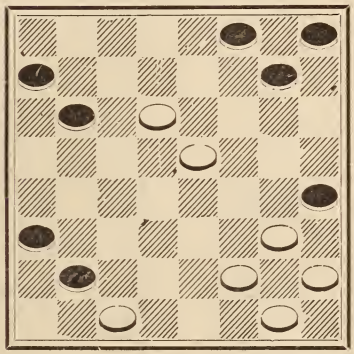
Game No. 3. Flora Temple.

By David C Whitehill.

11 15	9 13	6 10	13 17	7 11	15 18
22 18	18 14	25 21	31 26	15 10	10 6
15 22	10 17	10 17	6 9	11 15	2 9
25 18	21 14	21 14	18 15	26 23	19 15
12 16	16 20	1 6	9 18	17 21	18 22
29 25	23 18	26 23	23 14	23 19	14 10

Followed by 22 25 and we have the position diagram.

Black.



White.

White to play and draw.

24 19	16 11	7 2	27 24	15 18	2 6
25 29(1)	25 22	14 9	20 27	4 8	12 16
10 7	6 2	6 10	32 14	14 10	6 9
3 10	22 17	13 17(4)	22 25	5 9	8 12
15 6	2 6	2 7	7 11	10 7	9 13
29 25	9 13(3)	17 22	25 29	9 13	17 22
19 16	11 7	10 14	11 15	7 2	13 17
8 12	17 14	9 18	29 25	13 17	Drawn.

(Var. 1.)

8 11	3 12(2)	25 29	29 25	9 13	25 22
15 8	10 6	6 2	2 6	19 15	15 11

And drawn, same as trunk at 15th move. 22 17

(Var. 2.)

4 11	6 2	9 13	11 15	25 22	10 15
10 6	29 25	19 16	16 11	6 10	22 17
25 29	2 6			15 18	Drawn.

(Var. 3.)

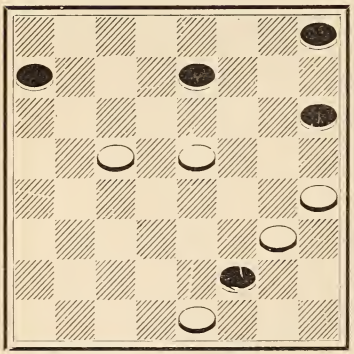
17 13	10 14	13 17	10 15	12 16	22 26
11 7	22 25	2 6	4 8	15 18	9 6
9 14	14 18	9 13	15 19	14 9	26 22
7 2	25 29	6 10	22 17	18 22	6 10
14 17	18 22	17 22	19 15	8 11	18 14
6 10	5 9	18 25	17 14	23 18	10 26
17 22	22 18	29 22	27 23	16 19	Drawn.

(Var. 4.)

9 14	27 23	25 22	7 3	12 16	30 23
10 17	25 29	14 10	11 16	11 15	16 20
13 22	23 18	4 8	3 8	22 26	23 18
2 6	29 25	10 17	16 19	15 24	27 31
22 25	18 14	8 11	8 11	20 27	Drawn.

No. 7. David C. Whitehill.

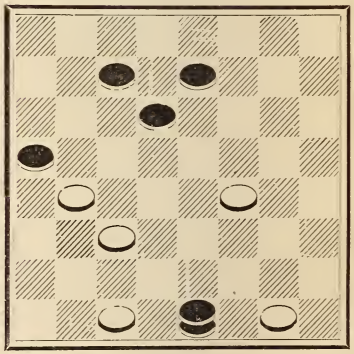
Black.



White.
White to play and win.

No. 8. David C. Whitehill.

Black.



White.
White to play and win.

Problem No. 7.

By David C. Whitehill.

24 19	20 2	2 6	14 9	17 22	26 23
27 32	12 16	19 23	5 14	32 27	W. wins.
31 27	15 11	6 10	10 17	22 26	By 1st
32 16	16 19	23 27	27 32	27 24	position.

Problem No. 8.

By David C. Whitehill.

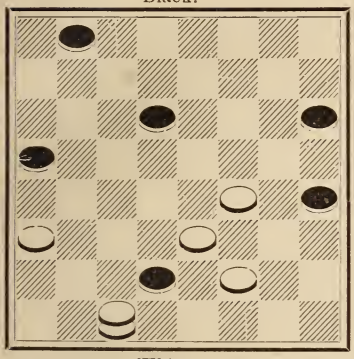
22 18	32 27	18 2	2 6	6 13	13 17
13 22	31 15	6 9	10 15	15 19	W. wins.



Henry Hutzler, Cincinnati, Ohio.

No. 9. David C. Whitehill.

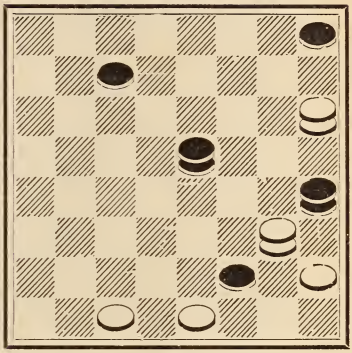
Black.



White.
White to play and win.

No. 10. David C. Whitehill.

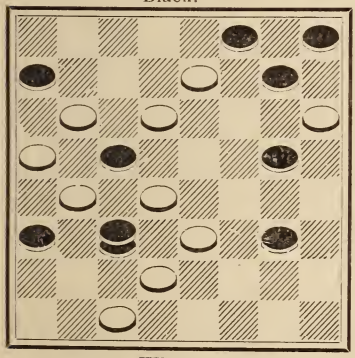
Black.



White.
White to play and win.

No. 11. David C. Whitehill.

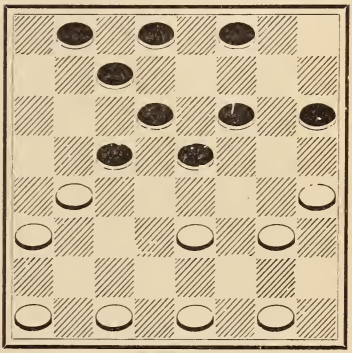
Black.



White.
White to play and win.

No. 12. David C. Whitehill.

Black.



White.
Black to play and win.

Problem No. 9.

By David C. Whitehill.

19 15	30 16	19 23	23 32	27 23
10 19	1 6	10 15	15 18	W. wins.
23 16	16 19	27 24	32 27	
12 19	6 10	20 27	18 22	

Problem No. 10.

By David C. Whitehill.

31 26	24 27	30 26	28 1
27 31	31 22	22 24	W. Wins 1st position.

Problem No. 11.

By David C. Whitehill.

18 15	23 18	2 18	2 7	8 3	10 15
22 31	14 23	21 25	11 16	30 26	28 32
15 11	7 2	10 6	7 11	3 7	15 19
8 15	5 14	3 7	16 20	20 24	32 27
30 26	13 9	6 2	12 8	7 10	W. wins.
31 22	22 6	7 11	25 30	24 28	

The finish is same as F. N. Johnson's problem No. 899 in Gould's Problem Book, colors reversed.

Problem No. 12.

By David C. Whitehill

End game from Cross.

15 18	25 9	10 15	14 9	21 25	31 22
32 27	6 22	27 23	13 17	1 5	30 26
18 22	21 17	12 16	9 5	25 30	B. wins.
30 25	5 9	17 14	17 21	18 14	
1 5	23 18	9 13	5 1	22 26	

HENRY HUTZLER, of Cincinatti, Ohio. None are more worthy of a place in our book than he. He was born in Germany fifty-seven years ago, but did not play checkers until 1871; since then he has played many notable players, such as Yates, Wyllie and other leading players, and with good success, and he is recognized as Ohio's best player. His checker library embraces every known work on the game and is one of the finest collections in existence; among them is a copy of "Drummond's 1st" printed on pink, buff and yellow paper, supposed to be the proof slips with marginal notes and corrections by the famous author himself.

During 1879 and the early 80's, Mr. Hutzler was checker editor of the Cincinnati Comercial and many of his beautiful games and problems were published during those years.

As a business man Mr. Hutzler has been very successful.

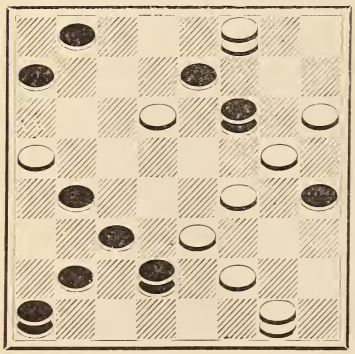


T. TURNBULL, Newcastle-on-Tyne, England.

T. TURNBULL, Newcastle-on-Tyne, England. The gentleman depicted herewith is one who is well entitled to a niche in this, the representative gallery of players and problemists. Born at Newcastle-on-Tyne, in the year 1877, he became a member of the Working Men's Draughts club in that city in 1897. Although not going in seriously for the study of the game from the scientific playing point of view, he has taken part in a few correspondence matches with varying success. However, it is as a problemist that he has really made his mark. Having had his first problem published in May, 1897. Since that time he has proved himself to be a most versatile and prolific "Stroke" composer, his contributions in this direction invariably being complimented both by editors and solvers in all the leading columns. He has also taken part in "Stroke" competions against much more experienced composers and emerged with success. Being a genuine enthusiast and having youth on his side he bids fair to become one of the leading "Stroke" problemists of the day. Like many other devotees of the "silent game" he has wooed the muse with success and in the rhyme entitled "The Draughts Player's Alphabet," has produced a little gem that we venture to assert will be appreciated by all players. Note the pretty examples of "Stroke" problems on another page.

No. 13. T. Turnbull.

Black

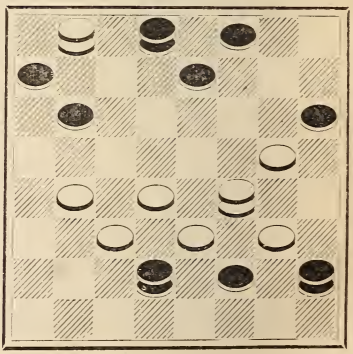


White.

White to play and win.

No. 14. T. Turnbull.

Black.



White.

White to play and win.

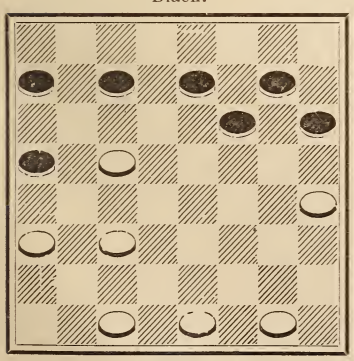
The Draughts Player's Alphabet.

T. TURNBULL, NEWCASTLE-ON-TYNE.

A stands for Anderson—alas, he's no more,
B for Barker, composes problems by the score.
Campbell of Glasgow, plays without sight of the board.
Dunne of Warrington, many cracks has floored.
E gives us Ellis, his problems are grand,
F for Flowers, who hails from "Yankee Land."
Gardner of Leeds is champion of the lot,
Heffner is another who is also very hot.
Illingworth, J , his problems are neat,
Janvier's analyses are very hard to beat.
Kears of Bristol—their "Quarterlys" come to stay,
Lees—alas! has just passed away.
Martins as of yore, ever ready for the fray.
Nelson wakes up memories of a by gone day.
O for Ogg—checker poet in chief.
Purcell's problems are always bright and brief.
Q for Quigley, that's a peculiar name.
Reed by beating Wyllies gained great fame.
Slocum's tit-bits are of sterling worth.
Tonar is known as the "Wizard of the North."
Umstead's play is sound as a bell.
Vanner, I think, is still doing well.
W for Wyllie, who King Death decreed should die;
X for 'xcelsior, which should be our battle cry.
Y for Yates—in his youth he gained the day.
Z for the zeal with which he used to play.

No. 15. T. Turnbull.

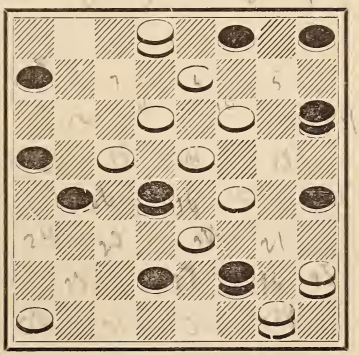
Black.



White.
White to play and win.

No. 16. T. Turnbull

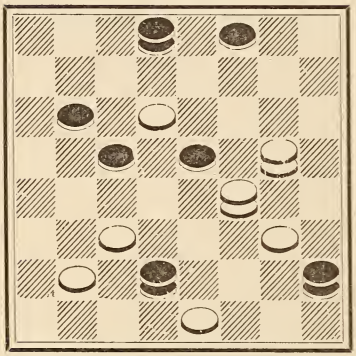
Black.



White.
White to play and win.

No. 17. T. Turnbull.

Black.

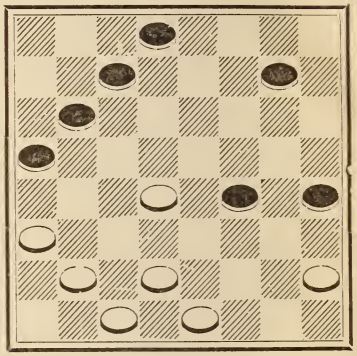


White.

White to play what result?

No. 18. L. J. Vair.

Black.



White.

White to play and win.

Problem No. 13.

T. Turnbull, Newcastle, Eng.

10 6	3 8	16 11	27 24	12 8	19 12
1 10	11 4	7 16	20 27	4 11	W wins.

The above was highly commended in "Bristol Mercury" Tourney 1898 characterized by James Murry, of Dalry, as a "wonderfully constructed composition."

Problem No. 14.

T. Turnbull, Newcastle-on-Tyne, Eng.

17 13	13 6	18 14	23 7	19 23	1 6
26 17	2 9	9 18	3 10	12 26	28 19
					W. wins.

Problem No. 15.

T. Turnbull, Newcastle, Eng.

31 27	27 24	19 15	32 28	30 21	14 10
6 9(a)	17 22	25 29	13 22	22 26	31 26
22 18	24 19	21 17	15 10	10 3	10 6
13 17	22 25	9 13	29 25	26 31	W. wins.

(a) If 6 10, W. wins by 30 26, 10 17, 21 14, 22 17, etc.

Problem No. 16.

T. Turnbull, Newcastle-on-Tyne.

29 25	27 25	2 7	2 9	32 14	19 16
18 9	10 6	9 2	28 24	9 18	12 19
25 22	3 10	15 6	20 27	12 16	11 8

W. wins.

This is an exceptionally fine stroke, and we consider it Mr. Turnbull's best.

Problem No. 17.

T. Turnbull, Newcastle-on-Tyne.

16 11	19 26	6 2*	19 24	23 19*	7 2
26 17	31 6	7 11	16 19*	32 27	20 16(e)
11 18	2 9	2 7*	24 27	18 15(b)	23 18
14 23	25 22*	11 16	19 23*	10 7	15 11(f)
19 26	9 14	7 11*	27 31	19 16*	18 15
28 19	10 6*	16 19	22 18(a)	27 23(c)	16 12(g)
26 23	3 7	11 16*	14 10	16 20(d)	15 8

Drawn.

(a) This is now same as "Gem 623" in "Draught's World" by W. J. Parrott, of Bristol.

(b) 19 23, 27 24, 23 26, 24 19, B. wins.

(c) 27 24, 16 20, 24 19, 15 11, Drawn.

(d) 15 11, 8 3, 16 12, 23 19, B. wins.

(e) 15 11, 23 19, 11 8, 2 7, B. wins.

(f) 16 12, 2 6, B. wins.

(g) 11 8, 15 11, 16 7, 2 4, B. wins.

Game No. 4. Glasgow.

Played Sept. 4th, 1899, at the Detroit Checker Club. Black, Michigan player; whites, L. J. Vair.

11 15	7 16	9 14	2 7	25 21	6 13
23 19	20 11	22 18	31 27	1 6	21 14
8 11	3 7	14 23	6 9(a)	26 23	13 17
22 17	28 24	17 14	27 18	19 26	23 19
11 16	7 16	10 17	8 11	30 23	17 22
24 20	24 20	21 14	32 28	13 17	19 15
16 23	16 19	4 8	9 13	14 9	W. wins.
27 11	25 22	29 25			

(a) 6 10, as played by Wyllie and Martin's leads to an easy draw.

Game No. 5. Defiance.

Played at Detroit Checker Club, Sept. 4th, 1899. Blacks, L. J. Vair; white, Detroit player.

11 15	9 13	7 14	31 26	23 27	32 27
23 19	24 20	31 26	24 19	7 2	24 19
9 14	11 15	15 18	14 18	27 31	27 24
27 23	19 16	27 24	21 17	2 6	19 16
8 11	12 19	19 23	26 22	31 27	24 27
22 18	23 16	26 19	17 14	28 24	14 18
15 22	15 19	18 23	22 29	29 25	22 26
25 9	32 27	19 15	14 10	6 9	15 11
5 14	10 15	23 27	18 23	25 22	26 23
29 25	22 17	15 11	11 7	9 14	18 15
6 9	13 22	27 31	2 11	27 32	27 24
25 22	26 10	30 25	16 7	19 15	16 12

Then 24 28 and Black won.

Game No. 6. Second Double Corner.

Played Sept. 4th, 1899, at the Detroit Checker Club. Blacks, Detroit player; whites, J. L. Vair.

11 15	18 9	4 8	27 24	15 18	19 15
24 19	5 14	22 18	7 11	23 7	2 7
15 24	25 22	8 11	25 22	3 10	18 14
28 19	11 15	18 9	11 16	17 14	17 21
8 11	32 28	6 13	21 17	10 17	24 19
22 18	15 24	29 25	16 20	22 18	
9 14	28 19	11 15	31 27	1 6	

Then seeing the continuation 13 17, 27 23, 20 24, 15 10, etc. My opponent resigned.

Game No. 7. Cross.

Played September 4th, 1899, at the Detroit Checker Club. Blacks, L. J. Vair; whites, Michigan player.

11 15	23 16	11 16	15 6	12 19	16 11
23 18	12 19	24 15	1 10	31 27	18 25
8 11	22 17	7 10	25 22	9 13	11 7
26 23	7 10	14 7	9 14	25 21	25 30
4 8	17 14	3 19	29 25	20 24	26 22
30 26	10 17	32 27	5 9	27 20	30 25
15 19	21 14	6 10	27 23	10 15	Black
24 15	2 7	18 15	16 20	20 16	Wins.
10 19	27 24	8 12	23 16	14 18	

Game No. 8. Double Corner.

Played September 4th, 1899, at the Detroit Checker Club. Blacks, L. J. Vair; whites, Mr. King, of Mt. Clemens.

9 14	7 11	12 19	3 7(a)	19 24	21 14
22 18	27 24	23 16	32 27(b)	23 19	18 25
5 9	9 13	15 19	14 17	24 28	29 22
25 22	24 19	30 25	21 14	19 15	7 10
11 15	15 24	1 5	10 17	4 8	14 7
18 11	28 19	16 11	25 21	11 4	2 25
8 15	11 15	6 9	9 14	14 18	Drawn.
24 20	19 16	20 16	27 23		

(a) This is a loser. 19 24 will draw.

(b) My opponent misses the win. Play:

32 28*	9 14	29 25*	15 19	7 2	30 26
14 17	31 27*	10 15	11 7	26 30	11 7
21 14	5 9	16 12	19 23	19 15	26 22
10 17	27 23*	2 6	26 19	14 18	21 17
25 21	7 10	23 16	17 26	16 11	W. wins.

Game No. 9. Wagram.

By L. J. Vair.

11 15	25 22	10 15*	23 16	25 29	10 7
24 20	8 11	19 10	12 19	15 18	8 11
9 13	28 24	7 14	13 9	29 25	7 3
22 17	2 6	23 17(d)	10 14	31 26	19 15
13 22	32 28	3 8	9 6	24 27	18 14
25 11	14 17(a)	17 10	14 18	26 23	25 22
8 15	23 18(b)	6 22	6 2	27 22	3 8
21 17	(l)17 21*	13 6	18 22	23 19	15 18
6 9	27 23	1 10	2 7	32 28	8 15
17 13	5 9*	26 17	19 24	19 15	18 11
9 14	24 19	11 15	7 10(j)	28 24	14 10
29 25	15 24	17 13	22 25	15 10	Drawn.
4 8	28 19	15 19	10 15	24 19	

(a) Given as a loser by Mr. Johnson in game 194. This move forms a critical position but I think it is good for a draw.

(b) This move of Mr. Johnson's is to be preferred to 23 19. The latter, however, will draw as follows:

23 19	22 18	24 8	23 16	21 14	17 21
5 9	15 22	3 12	22 25	10 17	12 8
27 23	19 16	20 16	30 21	16 12	21 25
9 14(c)	12 19	12 19	14 18		Drawn.

(c)

17 21	26 22	14 23	19 3	15 19	30 23
22 17	3 8	17 14	11 15	24 15	6 9
9 14	23 18	10 26	31 22	23 26	Drawn.

(d) This move is a good strong one and gives white slightly the best of the ending. 31 27 is very weak as the following play will show:

31 27	19 12	22 13	30 26	22 17	13 6
14 17[e]	6 10	15 31	24 27[g]	23 18	1 10
23 19[f]	13 6	6 2	26 22	17 14	2 7
12 16	10 15	31 24	27 23	18 9	Drawn.

[e] Causes white to do some lively scrambling. Mr. Johnson gave 3 7 and black lost.

[f] 20 16, 11 20, 23 19, 3 7, 18 15, 1 5, 22 18, 7 10, and if there is a draw for white it has so far eluded me.

[f] 27 24, then black wins as follows:

27 24	13 6	22 13	6 2	24 19[h]	13 9
6 10	10 15	15 31	31 26	26 22	22 26

[g] 24 19, 26 22, 19 15, 22 17, 15 10, now 2 6* draws handily but 2 7 loses thusly: 2 7, 10 15, 7 16, 21 25, 17 14, 25 30, 14 10, 15 6, 16 19, 6 10, and B. wins by careful play.

h] 23 19, 26 22, 13 9, 22 17, B. wins. If 23 18, then 26 23, 18 14, 11 15, B. wins.

[j] White may try 7 3, thus:

7 3	7 10	15 18	26 22[k]	17 13	20 11
8 12	28 32	22 25	24 19	29 25	19 15
3 7	10 15	31 26	22 17	13 9	Drawn.
24 28	32 28	28 24	25 29	12 16	

[k]

18 15	29 25	17 13	13 9	9 5	5 1
25 29	22 17	22 17	17 14	14 9	9 5
26 22	25 22				Drawn.

[l] 5 9, loses. Play:

5 9	10 14	15 24	3 8	17 21[o]	
27 23	24 19	28 19	30 25[m]	22 17	W. wins.

[m] This is a star play and corrects Mr. Johnson who gave 19 16 which allows the following draw:

19 16	23 16	26 19	30 23	16 12	12 3
12 19	14 23	17 26	9 14[n]	14 17	17 22

[n] Corrects Mr. Johnson's 8 12.

[o] Any thing else. Then 25 21 wins easily.

Game No. 10. Cross.

By F. A. Parker, Rochester, N. Y.

11 15	5 14	[1d)1 5	14 18	8 11	5 21
23 18	22 17	25 22	23 14	27 23	7 2
8 11	15 18	18 25	10 17	[f]6 10	Drawn.
27 23	32 27	29 22	21 14	22 17	
4 8	[a]11 15	2 7	15 19	10 15	
23 19	26 23	[e]17 13	24 15	13 9	
9 14	[b]7 11	*12 16	11 25	7 10	
18 9	[c]30 26	19 12	26 22	14 7	

[a] 6 9 is far the best reply. See Spayth's Appendix. 11 16 loses. B. D. P., No. 17.

[b] 7 11 is given as a loss in published play. 6 9 loses and 8 11 is also weak, thus 8 11, 30 26 and *11 16 [not a very tempting move] allows black to draw a man short by careful play. Anything other than 11 16 runs into Var. 2 or the 6 9 loss, as shown in Spayth's Appendix. A peculiar feature of 8 11 is that 8 11, 25 22, 18 25, 29 22, 6 9, 17 13, 1 5, 13 6, 2 9, creates a well known "Double Corner" position with colors reversed. Spayth's Appendix.

[c] 17 13 is also good.

[d] 1 5 corrects published play. 6 9 loses here. See Spayth's Appendix.

(e) 24 20, 15 24, 28 19, 11 15, 22 18 leads to a nice ending.

(f) There is lots of play in this ending but I think this the best for black.

(Var. 1.)

3 7	15 24	11 15	9 13	10 26	2 7
26 22	22 6	27 24	23 18	19 3	3 10
(2)6 9	1 10	8 11	14 23	26 30	11 15
24 20	28 19	25 22	17 14	24 19	31 26
					W. wins.

(Var. 2.)

1 5	15 24	11 15	15 24	12 26	10 19
24 20	28 19	*20 16	22 15	27 20	17 3
					W. wins.

Game No. 11. Double Corner.

By Frank A. Parker, Rochester, N. Y. Played by telegraph June 18th, 1899. Time of game, 50 minutes.

9 14	12 19	11 15	10 17	10 15	23 26
22 18	23 16	19 16	21 14	11 8	8 11
5 9	8 11	2 7	9 13	14 18	26 31
24 19	16 12	22 17	14 9	25 22	11 15
11 15	11 16	15 19	5 14	18 25	31 26
18 11	25 22	32 28	26 23	30 21	15 18
8 24	7 11	1 5	18 27	15 19	6 10
28 19	27 24	29 25	31 15	8 4	(a)18 22
4 8	16 20	14 18	7 10	19 23	26 17
(?)19 16	24 19	17 14	15 11	4 8	21 7

Drawn.

(a) My antagonist cut 16 11 here. I continued and won as follows:

16 11	18 14	14 10	11 7	10 19	7 2
10 15	26 23	23 19	19 16	16 23	23 18

B. wins.

Game No. 12. Cross.

By Wm. Fleming, Markham, Ont.

11 15	11 16	7 11*	20 24*	10 14	31 26
23 18	19 15	25 22	17 13	2 7	22 18
8 11	16 20	3 7*	7 10*	14 18*	12 16*
27 23	24 19	28 24	15 11	22 15	19 12
10 14	4 8	20 27	8 15	31 22	26 19
23 19	31 27	32 23	18 11	7 10	12 8
14 23	2 7(a)	11 16*	24 27	22 26*(c)	19 23
19 10	22 18(b)	21 17	11 7	29 25	10 14
7 14	14 23	16 20	27 31	26 31	6 10
26 19	27 18	30 26	7 2	25 22	B. wins.

(a) Some ten years ago Dr. A. Schaefer showed a black win by this move.

(b) He played 28 24 and 30 26. I was for a time under the impression that this move would restore the draw. It fails. Black has however, but one line of play, any deviation at any point from first to last will allow a draw

(c) 22 17 allows a neat draw thus: 22 17, 28 18, 17 22, 29 25, 18 29, 10 14, 29 25, 14 17, etc., drawn.



L. J. Egelston, Rutland, Vt.

Game No. 13. Bristol.

Black, Chas. Lawson, ex-champion of Rhode Island. White. Geo W. Dearborn, Lowell, Mass.

11 16	7 14	15 24	3 7	10 17	1 6
22 18	29 25	28 19	23 19	21 14	7 2
16 19	4 8	20 24	14 18	7 11	6 9
24 15	27 23	32 28	16 12	14 10	11 16
10 19	2 7	7 11	32 28	25 30	9 13
23 16	23 16	19 16	12 8	3 8	3 8
12 19	11 20	11 20	18 22	11 16	13 17
25 22	25 22	28 19	19 16	8 11	8 12
9 14	8 11	20 24	28 24	16 20	23 27
18 9	26 23	26 23	8 3	12 8	31 24
5 14	6 10	24 28	24 19	30 25	20 27
22 17	23 19	22 17	16 12	8 3	Drawn.
8 11	11 15	28 32	22 25	19 23	
17 10	30 26	19 16	17 14	10 7	

Game No. 14. Kelso.

This is a practice game between W. G. Hill and Geo. W. Dearborn, of Lowell, Mass. [Hill's move.]

10 15	14 17	1 6(a)	23 27	3 10	17 26
22 18	24 19	5 1	32 23	14 7	31 22
15 22	8 11	6 13	20 24	15 19	28 24
25 18	19 15	15 10	25 22	7 11	23 18
11 16	11 18	7 14	24 27	19 24	24 19
21 17	23 14	23 19	14 10	11 16	18 14
9 13	4 8	16 23	27 31	24 27	19 15
17 14	28 24	27 9	23 19	16 20	14 9
6 10	8 11	12 16	31 27	27 32	15 10
14 9	24 19	1 5	19 16	20 27	9 5
5 14	17 21	16 19	27 24	32 28	10 6
18 9	26 23	9 6	16 11	24 27	5 1
16 20	13 17	2 9	24 19	28 32	6 9
9 5	14 9	5 14	10 14(b)	27 31	30 26
10 14	11 16	19 23	19 15	32 28	9 14
29 25	19 15	31 26	11 7	26 23	1 5

Dearborn wins.

(a) 3-8 seems to lead to an even game.

(b) In selecting this line Mr. Hill overlooked this move of 10-14 allowing the exchange.

Game No. 15. White Dyke.

Black, A. J. Kirby, Grafton, Mass.; white, George W. Dearborn, Lowell.

11 15	24 19	1 5	22 18	16 20	15 18
22 17	15 24	18 9	14 17	11 15	27 24
8 11	22 8	5 14	18 14	28 32	11 8
17 14	4 11	29 25	11 15	23 19	2 7
9 18	28 19	11 15	14 7	32 27	8 3
23 14	5 9	32 28	15 24	31 24	7 11
10 17	25 22	18 9	7 3	20 27	3 8
21 14	9 14	5 14	24 28	19 16	11 16
6 9	27 23	3 7	3 8	27 32	30 25
26 22	7 10	25 22	12 16	16 11	Dearborn
9 18	22 18	7 11	8 11	32 27	wins.

Deaths Among the Fraternity.

Since Vol. I, Book of Portraits was published in 1894, there have been nine deaths among those who were represented in the work by their photos and sketch of their lives as follows: James Wyllie, "Herd Laddie," Scotland; James P. Reed, Pittsburgh, Pa.; David Kirkwood, Boston, Mass.; Robert McCall, Glasgow, Scotland; Fred Allen, Leeds, England; M. H. C. Wardell, Downsville, N. Y.: John Meade, Holmesburg, Pa.; George W. Durkee, Derry Depot, N. H.; Frank E, Mead, Montreal, Canada. Of those who were represented in Vol. II, Book of Portraits, 1895, six have played their last game and are crowned in the kingrow above as follows: J. D. Janvier, Newcastle, Delaware: A. R. Bowdish, Pascoag, R. I.; George Mugridge, Buffalo, N. Y.; James Ferguson, Murthly, Scotland; W. C. Eveleth, Batavia, N. Y.; C. M. Tucker, Horton, Ill.

Stearns' Book of Portraits of Prominent Players.

The following is from *The New Zealand Weekly Press* of 1895.

About twelve months ago Mr. Stearns published Vol. I, which was so much appreciated that he has recently issued Vol. II. They contain life-like likenesses of brethren of the brod, embracing all classes from weavers, tailors, shoemakers, miners, farmers, laborers, mechanics, musicians, actors, doctors, lawyers. professors, politicians, soldiers, sailors and preservers of the peace in full uniform. On opening Vol. II to have a look at the colonial players represented: —

Oh! there's John Illingworth; that's a good one! What a fine looking policeman! Long may he be spared to preserve the peace among the devotees of Dameh! Turning back a leaf: — Ah there is a capital one of our old friend, Thomas Reid, champion of New South Wales, in all his glory. Turning back another leaf, there's Jamie Little, Draught's Editor of the *Weekly Press*, very like the photo and an unco guid likeness, but as solemn looking as when he is preaching a sermon on Dambrod Principles to the Draughts players of Australasia when they are breaking the Commandments of Dameh. But whaur's Brodie? page 38. What a fine looking young fellow! And by jove! what a splendid head on 'im for playing the Dambrod, and we feel pleased to look at such a good specimen of young Colonial born players as David Alexander Brodie, champion Draughts player of New Zealand. Space forbids more than merely mentioning the names of a few more, but having been taught the game when a child of three or four years of age when I turn to page 107 and look at the motherly features of Mrs. O. Key, one of the finest lady players of America and quite a composer of problems, I am carried back to "auld lang syne" when I stood beside my mother with the Dambrod on her knees and received my first lessons on the grand auld game, suited alike to male and female, infancy and old age, to all ranks and condition of men. In the words of the late Roland E. Bowen: — "Draughts, as an intellectual pastime, has no superior It enables you to weigh yourself mentally with your fellow men; it causes the rich and the poor to intermingle in the most friendly manner; capital and labor are seen struggling across board in the most social style. Esteem and friendships spring up between devotees of the game, both far and near, and the noted players of England, Scotland, New Zealand, Australia and the Canadas are as well known and admired as though they lived in our midst.

Vol. II contains over 100 excellent portraits of all the leading players in the world, including Spayth, J. D. Janvier, L. M. Stearns, W. Fleming, Dr. Schaefer, Melvin Brown, J. A. Mugridge, J. O. Fairchild, M. C. Priest, E. A. Durgin, H. D. Lyman, R. A. Gurley, R. Stewart, Dr. Stayman, Uncle Billy Bushy, the late C. M. Wilder, Geo. Dick, B F. Sivetts, A. Jordan, Richard Jordan, &c. The portraits are life-like, the majority being exact reproductions of the photographs, with short biographical sketches of the players represented, and eighty-four regularly numbered games, ten of which have numerous variations, contributed by the masters who are represented in the book, 159 of the finest problems.

"The Checker Player's Almanac" is a very useful feature of the book, giving day and data of all important happenings in Draughts circles.

When we began to write this review we lifted Vol. II, and started jotting down our impressions to rub the rust off our pen and got so enthusiastic that we have only space left to refer briefly to Vol. I. The frontispiece is a full size likeness of Mr. R. W. Paterson, a kindly-looking refined gentleman and one of the most liberal patrons of the game in America, nor does he forget Auld Scotia, the land of his forefathers. It does one's soul good to look at him even on paper. Then follows James Wyllie, the veteran "Herd Laddie," with the same calm thoughtful expression as he sat in 1888 opposite where I am sitting now with the auld draughts board between us experimenting on some critical lines of Mr. H. W. Kay's "Ayrshire Lassie," and chatting about all the old friends who have passed away. W. G. Hill, Champion of New Hampshire, U. S. A., J. P. Reed, C. H. Freeman, R. E. Bowen, and a host of other players and champions well known to the checker world. The books are handsomely bound, and well printed on good paper. We heartily congratulate the publisher Mr. L. M. Stearns, Derry Depot, N. H., U. S. America, in giving such a magnificent display of photos at such a reasonable price: Vol. I, two dollars; Vol. II, three dollars.

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